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Chapter One: Heroes

A hero is an individual who uses his talents and abilities for the good of others as opposed to his own good. In the MARVEL SUPER HEROES Role-playing game the players take on the roles of heroes in the Marvel Universe. A hero who is being controlled by a player is called a Player-Character or PC. One that is being run by the Judge, including most opponents and supporting characters, is called a Non-Player Character or NPC.

Abilities

Characters in the MARVEL SUPER HEROES Role-playing game are defined by their abilities. These abilities determine their chances of performing certain actions in the game. There are different types of abilities: Primary, Secondary, Powers, Equipment, Talents, Special Qualities, and Contacts. Some of these abilities are assigned a rank and rank number to define their levels of power, while the others are defined in other ways such as bonuses.

The Primary abilities have been modified from the MARVEL SUPER HEROES Original and Advanced sets but may still be familiar to those playing the previous versions: Strength, Agility, Endurance, Intelligence, Psyche, Intuition, and Charisma. Almost all other characters in the Marvel Universe share these Primary abilities – they are a measuring stick of how well a character can perform certain acts. Primary abilities are also called fixed abilities because while they may be improved over time, they do not normally change from adventure to adventure. All primary abilities have a rank, a bonus, and a rank modifier.

Secondary abilities include Vitality/Wound Points, Karma Points, Popularity, Resources, Speed, and Combat Level. Vitality/Wound Points, Popularity and Karma Points are sometimes called Variable abilities because they may change within the course of a single adventure. All normal individuals and most characters the players encounter have Secondary abilities. Secondary abilities may be defined by discrete values.

Special abilities are other notable qualities that are not common to all characters (such as the ability to digest ABS plastic), and indeed may be unique to a particular character. Special abilities include Powers, Equipment, Talents, Special Qualities, and Contacts. Special abilities may use ranks, rank numbers, bonuses, or other types of discrete values.

Ranks, Bonuses and Rank Numbers

Abilities are often defined by a word (Poor, Good) known as ability's rank. In the MARVEL SUPER HEROES Original and Advanced set, a Universal table was used to determine if an action was successful based on the difficulty of the action in comparison to the ability rank used to accomplish the action. In the new MARVEL SUPER HEROES Role-playing game, Bonuses are now associated with Primary ability ranks which modify many dice rolls used to strike a foe or accomplish a Difficulty Class. Table 1-1 below depicts Ranks, Rank Numbers, and associated Rank Bonuses.

Table 1-1: Ability Rank Descriptions

Rank	Rank Number	Rank Bonus
Shift 0 (Sh 0)	0	-5 or N/A
Feeble (Fb)	2	-2
Poor (Pr)	4	-1
Typical (Ty)	6	0
Good (Gd)	10	+1
Excellent (Ex)	20	+2
Remarkable (Rm)	30	+3 - +4
Incredible (In)	40	+5 - +6
Amazing (Am)	50	+7 - +9
Monstrous (Mn)	75	+10 - +14
Unearthly (Un)	100	+15 - +19
Crazy (Cz)	150	+20 - +24
Outrageous (Ot)	200	+25 - +29
Ridiculous (Rd)	500	+30+

Ranks greater than Unearthly are normally used for actions that are usually moved by modifiers above Unearthly ranks, and are seldom used or accessible to even the most powerful of mortals. Where Shift 0 is the assigned rank, the task typically is impossible to accomplish (and N/A is the ability modifier). In other circumstances, a -5 Rank Bonus is assessed.

Primary Abilities

Strength

- A measure of muscle and physical power.
- Used to determine damage inflicted in slugfest combat (unless otherwise noted).
- Augments the chances of success or failure of any task requiring Strength such as grappling, jumping, breaking, and lifting.

Table 1-2: Strength

Rank	Example	Able to Lift
Feeble	Aunt May Tattletale	50 lbs with difficulty
Poor	Proffesor X Shadowcat Molecule man	100 lbs with difficulty
Typical	Wasp Mr. Fantastic J. J. Jameson	200 lbs with difficulty
Good	Daredevil Nick Fury Iron Fist	400 lbs with difficulty
Excellent	Captain America Electro Vulture	800 lbs with difficulty
Remarkable	Blade Beast Puma	1 ton with difficulty
Incredible	Spiderman Powerman Iron Man	10 tons with difficulty
Amazing	Rogue Vision Crimson Dynamo	50 tons with difficulty
Monstrous	Thing Colossus She-Hulk	75 tons with difficulty
Unearthly	Thor Hulk Wonderman	100 tons with difficulty



Agility

- A measure of hand-eye coordination, reflexes, nimbleness, and balance.
- Used to avoid attacks and other sources of bodily harm.
- Augments the chances of success or failure of any task requiring Agility such as shooting, tumbling, dodging, climbing and piloting.

Table 1-3: Agility

Rank	Example	Description
Feeble	M.O.D.O.K. Swamp-Thing	Physically limited, with little ability to maneuver or change direction
Poor	Aunt May Juggernaut Professor X	Maneuvers with difficulty, slow reaction time, easily hit, clumsy
Typical	J. J. Jameson Mr. Fantastic Baron Mordo	Normal human reaction and accuracy
Good	Dr. Strange Thing Marvel Girl (Jean Grey)	Some training or natural ability
Excellent	Thor Cyclops Human Torch	Agility of an Olympic athlete, extremely talented
Remarkable	Storm Hawkeye Wolverine	High level of natural talent with formal training, performs complex gymnastics with ease
Incredible	Black Panther Blade Captain America	Able to walk tightropes and dodge single bullets
Amazing	Spiderman Nightcrawler Puma	Able to dodge multiple bullets, superhuman sense of balance
Monstrous	Cobra Silver Surfer Nova	Able to dodge automatic weapon fire with ease, complete body control
Unearthly	Quicksilver Firelord	Able to avoid energy weapons and lasers with little effort



Endurance

- A measure of toughness and stamina.
- Key ability in determining the Secondary abilities Vitality/Wound Points.
- Used to resist the effects of poison, disease, gas and fatigue.

Table 1-4: Endurance

Rank	Example	Description
Feeble	Aunt May	In poor health, virtually incapable of performing any physically demanding task
Poor	Tattletale	Easily winded, has difficulty maintaining a walk at a moderate pace
Typical	Peter Henry Gyrich J. J. Jameson Legion	Able to tolerate New York City in August, can jog 2 miles before needing rest
Good	Mockingbird Rogue Professor X	A real workhorse, Texas chili-eating champion
Excellent	Invisible Woman Boomerang Daredevil	Superior athlete, needs a quick breather after winning the Boston Marathon
Remarkable	Nightcrawler Dr. Strange Captain America	Unbelievable stamina, does not require rest other than normal sleep
Incredible	Spiderman Puma Silver Samurai	Superhuman level of Endurance, only requires normal sleep
Amazing	She-Hulk Storm Colossus	Superhuman level of Endurance, requires little sleep
Monstrous	Blob Magneto Hulk	Abominable Endurance, requires little sleep, holds own breath for hours
Unearthly	Ultron Thor Juggernaut	Does not require sleep, holds own breath for days



Intelligence

- A measure of how well the character learns and reasons.
- Used when attempting to understand, build and repair and improve past, current, future and alien technology.
- Augments the chances of success or failure of any task requiring Intelligence such as Computers, Repair, Craft, and Disable Device.

Table 1-5: Intelligence

Rank	Example	Description
Feeble	Lost Troll Hulk Klaw	Subhuman, severe learning impairments, has trouble with doors
Poor	Aurora Dazzler Lizard	Thick as a brick, stupid
Typical	Rogue Storm Northstar	Normal human level
Good	Invisible Woman Dr. Strange Marvel Girl (Jean Grey)	Comprehends advanced theory, can attempt repairs on complex machinery
Excellent	Nick Fury Cyclops Spiderman	Performs scientific experiments, invents and/or jury-rigs equipment
Remarkable	Shadowcat Iron Man Vulture	Can operate advanced or alien equipment, makes cutting edge discoveries
Incredible	Magneto Professor X Forge	Can repair advanced or alien technology, considered a scientific genius
Amazing	Mr. Fantastic Dr. Doom Leader	Develops ideas beyond the realm of normal science, can modify and improve alien technology
Monstrous	Mephisto Immortus Korvac	Full recall, thought patterns beyond the realm of humans, creates new life
Unearthly	The Watcher Supreme Intelligence	Nearly infinite knowledge spanning time and space



Psyche

- A measure of mental Strength and will power.
- Used when attempting to make an attack using mental, emotional, and magical based attacks.
- Used when attempting to resist mental, emotional, and magical attacks.
- Augments the chances of success or failure of any task requiring Psyche such as intimidation.

Table 1-6: Psyche

Rank	Example	Description
Feeble	Lackeys of AIM or HYDRA	Easily controlled by mental or magical means, seems to seek the control of others
Poor	Rogue Blacklash Ultron	Falls for all the scams, very little will power
Typical	Black Knight Iron Man Wonderman	Normal human level of will power, resists common impulses
Good	Angel Captain America Wasp	Some psychological training
Excellent	Beast Tigra Doctor Octopus	Trained to defend against outside mental and emotionally charged ideas
Remarkable	Blade Cyclops Hercules	Advanced PsyOp training, unsettling gaze
Incredible	Silver Surfer Spiderman Wolverine	Great Strength of will, mind over matter, unshakeable
Amazing	Marvel Girl (Jean Grey) Magneto Dr. Doom	Indomitable will, a mental fortress
Monstrous	Red Skull Professor X Loki	Pinnacle of mental control, resistant to all but the most powerful magics
Unearthly	Dr. Strange Mastermind The Watcher	Invulnerable to mental attack, glance inspires courage or panic



Intuition

- A measure of wisdom, wits, common sense, and survival instincts.
- Used to discover clues, and notice out-of-the-ordinary details.
- Used to determine initiative.
- Augments the chances of success or failure of any task requiring Intuition such as observation and sneak.

Table 1-7: Intuition

Rank	Example	Description
Feeble	Man-Thing Living Mummy	Unaware of its environment until hurt
Poor	Lackeys of HYDRA Absorbing Man Juggernaut	Has trouble "getting the hint"
Typical	J.J. Jameson Colossus Hulk	Normal human level of observation and Intuition
Good	Human Torch Hawkeye Mandarin	Sharper than average
Excellent	Storm Thor Nightcrawler	In the business of noticing odd circumstances
Remarkable	Tigra Cyclops Submariner	Detective; notices things most people miss
Incredible	Captain America Kraven Iron Fist	Fine eye for detail; notices when something "feels wrong"
Amazing	Spiderman Professor X Black Queen (Selene)	In tune with himself and the area; difficult to surprise
Monstrous	Wolverine Dr. Strange Daredevil	Notices things no person can see; senses emotions
Unearthly	Destiny Watcher	Plugged directly into the cosmos; one with the universe



Charisma

- A measure of personality, leadership ability, personal magnetism, physical attractiveness, and other intangible social attributes.
- Augments the chances of success or failure of any task requiring Charisma such as diplomacy, bluff, and disguise.

Table 1-8: Charisma

Rank	Example	Description
Feeble	M.O.D.O.K. Frankenstein	A face even a mother would have a hard time loving, repulsive and/or disgusting
Poor	The Wrecker Rogue Blade	A loner, has trouble keeping friends
Typical	Blob Human Torch Aunt May	Normal level of human interaction
Good	Nightcrawler Dr. Strange Daredevil	Hip, knows where the hot nightclubs are, popular in high school
Excellent	Hawkeye Storm Dazzler	On VIP short lists, respected by most and envied by others
Remarkable	Mr. Fantastic Cyclops Black Queen (Selene)	Conglomerate CEO's, decorated battlefield commanders
Incredible	Kingpin Professor X Magneto	Unquestionable leadership skills, military General
Amazing	Captain America Kang	Sways public opinion on a global level
Monstrous	Dr. Doom Red Skull	Easily capable of establishing cults and organizations from scratch, presidential nomination
Unearthly	Odin Mephisto	Deity-like reverence, worshipped by various civilizations





Secondary Abilities

Vitality/Wound Points

- Used to determine the amount of punishment a character can absorb before losing consciousness and potentially dying.
- Vitality points do not have a rank, bonus or rank number, but rather is the sum of a character's Strength, Agility and twice their Endurance Ability rank numbers.
- Lost through combat, accidents and other life-threatening situations.
- Can be recovered by various methods.
- If reduced to 0 Wound points, the character is unconscious and may begin to lose Endurance ranks (see Life, Death and Health).

Karma Points

- Used by a hero as a measure of experience, allowing the hero to perform actions that may otherwise be impossible.
- Does not have a rank, bonus, or rank number. Starting Karma points for a new character is determined when the character is created, and is the sum of the character's Intelligence, Charisma, Intuition, and Psyche Ability Rank Bonus numbers.
- Gained through performing heroic acts, and lost through performing selfish or evil acts.
- May be spent by the character to perform actions otherwise impossible or unlikely.
- Spent to advance the character's abilities over time.

Resources

- Reflects a character's ability to requisition assets, supplies and services. Commonly used as a measure of wealth.
- Presented as a rank, with a bonus and a rank number.
- May be used exclusively or in conjunction with other Special abilities.

Table 1-9: Resources

Rank	Example	Description
Feeble	Aunt May Power Pack	Reduced circumstances, unemployment, on Social Security
Poor	Spiderman Rogue	Credit Risk, lower middle class, student
Typical	Puck Blacklash	Salaried employment, middle class
Good	Dr. Strange Titanium Man	Professional employment, upper middle class
Excellent	Captain America Tony Stark	Small inheritance, corporate executive, Avenger's stipend
Remarkable	Angel Wasp	Large business, upper class, multi-millionaire
Incredible	Fantastic Four, Inc. Kingpin	Global business, Billionaire
Amazing	Dr. Doom U.K.	Mid-sized country
Monstrous	U.S. C.I.S.	Major country
Unearthly	Galactus	Planetary resources

Popularity

- A measure of the character's reputation in that character's normal environment.
- A character may have more than one popularity rank number to reflect various attributes such as a secret identity or fame in another societal setting.
- Heroes generally have positive popularity, while villains usually have a negative popularity.
- Used to determine reactions of large groups of people and neutral NPCs.

Speed

- Reflects the character's ability to move on the battlefield during combat.
- Measured in areas usually 10 feet by 10 feet in size.
- Used in lieu of Standard Movement guidelines found in the rulebook.
- Character's may have more than one speed rating if they have more than one movement type.

Combat Level

- A measure of raw combat ability.
- Used to determine if the character strikes an opponent in combat.
- Used to determine the number of regular attack actions a character can make on the character's turn.

Special Abilities

Powers

- Super-human abilities usually possessed by individual heroes and villains in the Marvel Universe.
- Used to perform actions above and beyond the limits of normal mortals.
- Each power is individual. Powers may have a rank, a bonus, a rank number, or modify an existing Primary or Secondary ability, or perform any combination of the above.

Equipment

- Used by individual characters or NPCs to complete or improve their chances of completing a task.
- May be mundane or highly individualistic. Some equipment is so rare and powerful that they are a character's "only" power.
- Characters may begin play with equipment. Equipment may also be purchased during the course of play.

Talents

- Non-super-human abilities that may be possessed by characters in the Marvel Universe.
- Are individual and usually modify an existing Primary or Secondary ability rank, rank number, or rank bonus.

Special Qualities

- Extraordinary abilities that may be possessed by characters in the Marvel Universe.
- Provides the character with a special capability, or improves an existing capability.
- Used to perform specialized actions at a specific benefit.

Contacts

- Represents social, political, financial, and personal friends and allies through whom the character may gain information and equipment.
- Have no rank number, although they have abilities of their own. Contacts are considered friendly to the character for purposes of determining reactions.





Character Creation

MARVEL SUPER HEROES Roleplaying game allows three types of characters: pregenerated characters based on those in the Marvel Universe and used specifically for the MARVEL SUPER HEROES Game; randomly generated characters created by the players; and modeled characters. A modeled character is a character that either already exists (such as in a comic book, movies or TV), or a character idea that a player wishes to make without using the random character generation method. The labels pregenerated, randomly generated, and modeled have no bearing once play begins.

Pregenerated Characters

Pregenerated characters are characters whose abilities have already been assigned. Marvel Universe characters included in the Roster Book are pregenerated characters. Their abilities are based on previous versions of MARVEL SUPER HEROES games, and current descriptions by the Marvel staff available at Marvel.com. Most of these characters include a short biography. Other Pregenerated characters began as randomly generated characters (e.g. Black Power), or modeled characters (e.g. Turbo Man from Jingle all the Way).

Pregenerated characters have the advantage of being “ready-to-play.” Some of them also enjoy the benefit of being a recognized part of the Marvel Universe. When playing an official Marvel character, however, the player is free from all effects of the ever-changing Marvel Universe except those that the Judge chooses to inflict upon the player. For example, a player running the original Guardian will not be fated to die of a suit malfunction, but by the same token a player running She-Hulk would not benefit from an improvement of abilities after the character becomes a player-character. When running a character of the Marvel Universe, the player's decisions guide that character's actions and reactions.

The pregenerated character's Secondary and Special Abilities are described as specific to that hero. Nightcrawler's wall-crawling is different from Spider-Man's, and the German X-Man's teleport is different from that of Cloak. The Secondary and Special Abilities sections are for that hero alone. Descriptions that apply to generated heroes (such as alien, robot, mutant) may or may not apply to the hero in question.

Pregenerated characters, once brought into the game, are treated as any other type of character.

Generated Characters

The following system is for creating new characters in the Marvel Universe. Generated characters have an advantage in that they are individuals created by the player and in that form they are unique. Their disadvantages are that they begin the campaign weaker than pregenerated characters, they lack the background of the Marvel Universe, and their powers are more standardized than those of pregenerated characters.

Character generation has five steps:

1. Generate an origin
2. Generate primary abilities
3. Generate secondary abilities
4. Generate special abilities
5. Fill in the blanks

Starting from the top...

Origins

The MARVEL SUPER HEROES Roleplaying game has five types of origins, each with certain advantages and disadvantages. Origins are used only for generated characters as a base for those characters. Pregenerated characters have their own specific origins. The player desiring a generated character must either choose an origin from those below or roll on the table below for an origin.

Dice Roll	Origin
01-30	Altered Human
31-60	Mutant
61-90	Hi-Tech
91-95	Robot
96-00	Alien



Altered Humans: Altered Humans are everyday people like you and me (well, me, anyway) who have been accidentally or purposefully exposed to weird radiation, secret formulas, or chose to be instructed in strange and powerful talents. The Fantastic Four, Hulk, Nick Fury, and Doctor Strange are examples of altered humans.

- Altered humans roll their random ranks for primary abilities on Column C of Table 1-10.
- After the primary ability ranks are rolled, Altered humans may raise any single primary ability rank by two Ability Rank Bonus numbers.

Mutants: Mutants are members of the race of Homo Superior, a new race of man born from the race of Homo Sapiens (that's us). Mutant powers often (though not always) first manifest themselves in the teen-age years. Mutants are generally feared and disliked by the populace at large. Examples of mutants include the X-Men, X-Factor, and New Mutants. When creating a mutant character:

- Random ranks are rolled on Column C of Table 1-10.
- Mutants gain one additional Power, up to the total number of Powers available to the Hero.
- Starting Resources are reduced by one Ability Rank Bonus number.
- Starting Popularity is always 0.
- Mutants gain and lose Popularity at a slower rate than other character types.
- Initial Endurance is raised by one Ability Rank Bonus number.
- The majority of a mutant's Powers are inborn as opposed to equipment-based.
- They may be affected by mutant detection and mutant nullification devices.

High Technology: Also called Hi-Tech Wonders, these heroes derive their abilities solely through equipment, whether that equipment is mystical or technological in nature, such as Iron Man or Captain Britain. High technology heroes start with lower primary ability scores and in addition may not use their powers without their equipment; however, they receive many other benefits.

- High technology heroes roll on column B of Table 1-10.
- Their starting Intelligence Ability Rank Bonus number is raised by d6.
- Initial Resources are set at Excellent +2, or optionally rolled.
- High technology heroes must have at least one Contact, and they must declare what that Contact is before starting play. This Contact represents the organization that the player-character works for (or, if Resources are high enough, owns).
- At least one Talent chosen by the player must be scientific or professional in nature.
- If, when generating Powers, the high tech wonder chooses Body Armor as a Power, the high technology hero may choose to have all his Powers combined into a battlesuit (a la Iron Man). Check under the Body Armor entry for these effects. Effects are rolled on Table 1-11 to see how the armor affects the Agility, Strength, and Endurance of the player-character.

Robots: Robots are artificially-created sentient beings, including organic constructs, clones, life-model decoys, mystically-powered golems, synthezoids, androids, and old-fashioned robots. Examples of such beings include Machine Man, Vision, Jocasta, the evil Ultron, and the robotic form of Deathlok (the original cyborg Deathlok is an altered human).

- Robots roll their primary abilities on column C of Table 1-10.
- Starting Popularity is 0 (like mutants, robots have a hard time being accepted by the populace at large). They suffer no further penalty regarding earning Popularity.
- All player-character robots may heal normally, simulating internal repair functions.
- There is no Karma loss for killing a robot or allowing a robot to be deactivated. A robot may potentially be reactivated after it has "died." A "dead" robot must be reactivated by outside forces, and will return with Karma set at 0.

Aliens: "Alien" is a blanket term representing those individuals from other civilizations, planets, dimensions, or races of man. These may include Homo Mercurius (but not Homo Superior), Asgardians, Denizens of the Dark Dimension, Atlanteans, Olympians, Eternals, Kree, Skrulls, and Shi'ar, as well as races that have yet to be discovered in the Marvel Universe. Aliens have the potential of being incredibly powerful, but may have limited secondary abilities. The following generation system is for super-powered aliens whose races have not been encountered before.

- Alien characters roll their primary abilities on column E of Table 1-10.
 - Alien powers may be natural or the result of Equipment carried. The player must declare whether any Power is inborn to his race or external.
 - Aliens gain one less Power (minimum of two).
 - Starting Popularity is 0.
 - Starting Resources are set at Poor -1.
 - An alien character starts with one Contact (maximum). This is usually the alien's home race, dimension, or people. Those characters that do not choose the race as one of their Contacts are considered outcasts of that race, planet, or dimension (note to Judges: Outcasts are usually hunted down by others of their race).
-



Generating Primary Abilities

Heroes generate their Primary abilities as defined in their description by rolling percentile dice and referring to the appropriate column. Roll for each of the Primary Abilities.

Table 1-10: Random Ability Rank Generation Table

Ability Rank Bonus Number	A	B	C	D	E	F
Feeble -2	01-05	01-04	01-04	01-10	01-04	
Poor -1	06-25	05-10	05-10	11-19	05-10	
Typical +0	26-75	11-40	11-30	20-39	11-15	
Good +1	76-95	41-80	31-60	40-49	16-20	
Excellent +2	96-00	81-96	61-80	50-59	21-39	
Remarkable +3		97-00	81-94	60-69	40-45	
Remarkable +4			95-00	70-79	46-49	
Incredible +5				80-86	50-64	01-15
Incredible +6				97-88	65-75	16-34
Amazing +7				89-90	76-83	35-54
Amazing +8				91-92	84-89	55-75
Amazing +9				93-94	90-94	76-85
Monstrous +10				95	95	86-91
Monstrous +11				96	96	92-94
Monstrous +12				97	97	95-96
Monstrous +13				98	98	97-98
Monstrous +14				99	99	99
Unearthly +15				00	00	00

Ability Modifier Table

Table 1-11 is used to modify the physical abilities of the Hi-Tech when he has elected to use a battle-suit. The Rank Bonus modifier is added to the current Rank Bonus number when the suit is worn. Unless otherwise noted, abilities may not be modified on this table below Feeble -2 or above Unearthly +15.

Table 1-11: Ability Modifier Table

Roll	Modification
01-05	Reduced by two bonuses
06-10	Reduced by one bonus
11-30	Remain unchanged
31-50	Increased by one bonus
51-60	Increased by two bonuses
61-70	Increased by three bonuses
71-80	Increased by four bonuses
81-90	Increased by five bonuses
91-95	Increased by six bonuses
96-99	Increased by seven bonuses
00	Increased by eight bonuses

Generating Secondary Abilities

Generating Combat Levels: The character's starting Combat Level is a d6 plus 1. At the player's option, he may sacrifice two powers, prior to rolling the number of initial powers available, for an additional d6 CLs to add to this value.

Generating Vitality Points: The character's Vitality Point total is determined by the following formula: (Endurance Ability Rank Number x 2) plus Agility Ability Rank number plus Strength Ability Rank number. The character may gain Special Qualities that increase this total.

Generating Wound Points: The character's Wound Point total is determined by the character's Endurance Ability Rank Number. The character may gain Special Qualities that increase this total.

Generating Karma: The character's starting Karma equals the sum of the character's Intelligence, Charisma, Intuition, and Psyche Ability Rank Bonus numbers.

Generating Resources: The character's starting Resources are Typical 0 (Poor -1 for Aliens), modified by a roll on Table 1-11. High Technology heroes may choose to have Excellent +2, or take a chance with Typical 0 plus the roll. Starting Resources may be further modified (decreased) by "buying" additional Powers, Talents, Special Qualities, and Contacts.

When a character is first generated, the hero may "purchase" additional Powers, Talents, Special Qualities, and Contacts up to his maximum allowance, by reducing his starting Resources. This "purchase" must be made after the number of Powers, Talents, Special Qualities, and Contacts is determined on Table 1-12, but before any specific choices (such as the type of power and its Ability Rank) are made. Such Resource deductions are permanent, until improved through advancement.



- For each additional Talent or Contact “purchased” above the initial number, reduce the initial Resources by one Ability Rank Bonus number.
- For each additional Feats & Special Quality “purchased” above the initial number, reduce the initial Resources by two Ability Rank Bonus numbers.
- For each additional Power “purchased” above the initial number, reduce the initial Resources by three Ability Rank Bonus numbers.

Resource reductions below Feeble –2 are not permitted.

Generating Popularity: Initial Popularity is a d10 for most heroes and 0 for Mutants, Robots and Aliens.

Secret IDs

When determining initial Popularity, the player must decide whether or not his character has a Secret ID. Secret IDs are not a requisite of the super hero trade, and groups like the Fantastic Four have long survived without them. A Secret ID means that no one really knows who is behind that mask, and as such the hero can have a normal civilian life. A Secret ID is not an Alter Ego; an Alter Ego is an entirely different person. Further, a Secret ID is not infallible. Those who take on a Secret ID could be discovered for who they really are, with some amount of effort by those who suspect the hero for who he really is, or by sheer accident. A hero with the Special Quality Secret ID is much more difficult to discern, even with an incredibly inadequate facade.

A character with a Secret ID has two entries in the Popularity column. One applies to his costumed identity, the other to his everyday “secret” ID. Both start at the same set level, but the actions of the hero in his uniform result in popularity gains on his “hero” side of the column, and actions when not in costume on his “secret” side. In other words, a hero may be regarded as nerdy in the real world, but in reality is a respected hero. Conversely, the populace may hunt the hero for a crime he did not commit, while his Secret ID allows him to go to the grocery store without being attacked.

A character's Karma is not split between the secret and hero identities, nor are Vitality/Wound Points, or other Abilities. A character with a Secret ID may split his Contacts between his Secret ID and his heroic identity. They should be noted as such (for example, Peter Parker has several Contacts in the Daily Bugle, but Spider-Man could not get advice, much less the time of day, from Jolly Jonah Jameson).

Generating Special Abilities

Generating Powers: The number of Powers initially available to the hero is determined by a dice roll on the Special Abilities Table, Table 1-12. Each category (Powers, Talents, Special Qualities, and Contacts) is rolled separately.

Table 1-12: Special Abilities

D10	Powers	Talents	Special Qualities	Contacts
1	4 / 6	2 / 5	2 / 6	0 / 3
2-3	5 / 7	3 / 4	3 / 5	1 / 3
4-7	6 / 8	3 / 4	3 / 5	2 / 3
8-9	7 / 8	3 / 4	3 / 5	2 / 3
10	8 / 9	4 / 4	4 / 4	3 / 3

Special Abilities Table

The number before the slash represents the initial number of Powers (or Talents, or Special Qualities, or Contacts), while the number after the slash is the maximum number of Powers. The initial number of Powers represents the number of Powers the hero has. The maximum number of Powers represents the absolute maximum number of Powers with which the hero may start the game, including Powers gained through the sacrifice of Resource Rank Bonus numbers.

Roll a d20 once for each Power on the Power Categories Table, Table 1-13. The Power Categories Table determines only the general type of Power the hero has, such as Mental Powers, or Powers that aid movement. The player then goes to the list of those powers and chooses the Power he or she will use with the character. Notice that some of the entries have numbers to their left. If you are a fan of ultimate random roll, take a die (and the die type varies, so pay attention!) and roll once under that column, then take that Power for your character.

Powers are only here in list form. A full summary of these Powers is found in the Appendix. They are located there only because it doesn't make sense to occupy the bulk of the early part of the book with miles of power descriptions. Note that these Power descriptions are generic in nature, and that individual pregenerated

Table 1-13: Power Categories

Die roll	Power Category
1-4	Ability Increase
5-6	Resistances
7-8	Senses
9-10	Movement
11	Matter Control
12	Energy Control
13	Body Control
14-15	Distance Attacks
16	Mental Powers
17-18	Body Alteration – Offensive
19-20	Body Alteration – Defensive



characters may have their own “quirks” and specialties with a Power (just having Teleport does not turn your hero into Nightcrawler).

Certain Powers are marked by an asterisk. These Powers count as two Powers, as the abilities therein are rare or powerful or both. If the hero does not have the number of Powers available, the player cannot choose this Power. Certain other Powers list a second Power in their description. These are Bonus Powers. If the player chooses one of these Powers for his or her hero, the player may choose, at their option, to select the bonus Power as well. This Power takes the place of the player's next die roll and uses a Power slot. The hero may drop other Powers in order to make room for a Bonus Power, but should not have more Powers than originally rolled.

Table 1-14: Power Listings					
Ability Increase		Matter Control		Mental Powers	
1-2	Strength	1-3	Earth Control	1	Ultimate Talent
3	Agility	4-6	Air Control	2-3	Telepathy
4-5	Endurance	7-9	Fire Control	4	Image Generation
6	Intelligence	10-12	Water Control	5-6	Telekinesis
7-8	Psyche	13-14	Weather Control	7	Dream Weaving
9	Charisma	15-16	Animate Objects	8	Mind Control*
10	Intuition	17-18	Density Manipulation – Other	9	Emotion Control
Resistances		19	Body Transformation – Other	10-11	Vertigo
1-3	Resistance to Fire and Heat	20	Animal Transformation – Other	12-13	Force Field Generation
4-6	Resistance to Cold	Energy Control		14	Animal Comm and Control
7-9	Resistance to Electricity	1-3	Magnetic Manipulation	15	Mechanical Intuition
10-11	Resistance to Radiation	4-6	Electrical Manipulation	16	Empathy
12	Resistance to Toxins	7-9	Light Manipulation	17	Animal Empathy
13	Resistance to Corrosives	10-11	Sound Manipulation	18-19	Psi-Screen
14	Resistance to Emotion Attacks	12	Darkforce Manipulation*	20	Mental Probe
15	Resistance to Electronics	13	Life Absorption*	21	Animate Drawings
16	Resistance to Mental Attacks	14-15	Gravity Manipulation	22	Possession*
17	Resistance to Magical Attacks	16	Probability Manipulation*	23	Transferral*
18-19	Resistance to Disease	17	Nullifying Power*	24	Astral Projection
20	Invulnerability*	18-19	Energy Reflection	25-26	Psionic Attack
Senses		20	Time Control*	27	Precognition*
1-2	Protected Senses	Body Control		28	Postcognition
3-4	Enhanced Senses	1-2	Growth	29-30	Plant Control
5	True Sight	3-4	Shrinking	Body Alterations – Offensive	
6	Penetration Vision	5	Density Manipulation – Self	1-2	Extra Body Parts
7	Clairvoyance	6	Phasing	3-5	Energy Touch
8	Clairaudience	7	Invisibility	6-8	Paralyzing Touch
9-10	Infravision	8-9	Plasticity	9-10	Claws
11	Cosmic Awareness	10	Elongation	11-13	Rotting Touch
12	Combat Sense	11	Shape Shifting	14-16	Corrosive Touch
13	Computer Links	12	Imitation	17	Health-Drain Touch*
14	Emotion Detection	13	Body Transformation – Self*	18-20	Blinding Touch
15	Energy Detection	14	Animal Transformation – Self	Body Alterations – Defensive	
16	Magic Detection	15-16	Raise Lowest Ability	1-3	Body Armor
17	Magnetic Detection	17-18	Blending	4-6	Water Breathing
18	Mutant Detection	19	Power Absorption	7-8	Absorption
19	Psionic Detection	20	Alter Ego	9-10	Regeneration
20	Astral Detection	Distance Attacks		11-12	Recovery
Movement		1-2	Projectile Missile	13-15	Life Support
1-2	Flight	3-4	Ensnaring Missile	16-17	Pheromones
3-4	Gliding	5	Gas Generation	18	Damage Transfer
5-6	Leaping	6-7	Ice Generation	19	Healing
7-8	Wall-Crawling	8-9	Fire Generation	20	Immortality*
9	Lightning Speed*	10-11	Energy Generation		
10	Teleportation*	12	Sound Generation		
11-13	Levitation	13-14	Stunning Missile		
14-15	Swimming	15	Corrosive Missile		
16-17	Climbing	16-17	Slashing Missile		
18-19	Digging	18	Nullifier Missile		
20	Dimensional Travel*	19-20	Darkforce Generation		



Most Powers require a Power rank. Unless otherwise noted, such Power Ability ranks for all heroes are rolled on column E of the Random Ability Rank Generation Table. Some Powers will have a minimum or maximum initial rank. These are noted in the Power Listings in the Appendix.

Powers may be natural or be the result of hi-tech or mystical equipment. Equipment the hero starts with is considered specialized for that hero, and if others use that equipment they will do so at a disadvantage. For example, anyone can use Cap's Shield to hide behind, but bouncing it off three walls is another matter. The Judge will determine what penalties others would incur when using a specialized piece of equipment.

A player may also invest some common item (sword, handgun, rocket, etc.) with powers in this fashion. All other abilities of that item are the same, with the material Strength raised according to the Ability Modifier Table, adding 20 to the percentage roll. This procedure replaces the Power in the MARVEL SUPER HEROES Original set called "Unique Weapon/Vehicle."

High technology heroes gain all their powers through equipment; mutants must have more natural Powers than equipment; and all other types may use a mixture of the two. (The definition of equipment is things that may be removed from the hero. Wolverine's bones and claws are artificial, as is Deathlok's armament, but these are integral parts of these heroes and are not considered equipment.)

Limitations: Certain Powers described in the Appendix require the character to take a limitation. In addition, a player dissatisfied with his initial Power Ability rank may attempt to raise them by limiting that Power. For example, a Power that only operates at night, in sunlight, does a set amount of damage when a variable is permitted, runs out at odd moments, or has no effect on a common item may be considered to be limited. The Judge may then choose to allow that power to be raised in rank under its limitation. Note to the players: In his booklet, the Judge is instructed to place harsh limitations on those Powers that are raised in this fashion, according to the initial rank of the Power. Therefore this option is best used to raise the odd Feeble-ranked ability to Poor by a mild limitation instead of trying to raise Monstrous abilities to Unearthly. Powers that require a limitation are not raised in this manner. Use the following guidelines for raising Power ranks through limits. Any given character may possess only one limit and no more than three Powers should be raised by that limit. In addition, there are maximum ranks to which a Power may be raised by limitations. Here are some examples:

Maximum Ability Rank Bonus of +2

- Power is limited to daytime use
- Power is limited to nighttime use
- Power may only be used three times/day
- Power does not work in temperatures below 0 degrees Fahrenheit

Maximum Ability Rank Bonus of +3

- Power does not affect one type of material it would normally affect
- Power does not work in presence of flame
- Power may only be used two times/day
- Power does not affect a certain color

Maximum Ability Rank Bonus of +5

- Power does not affect organic material
- Power does not affect inorganic matter
- Power requires a vocal component
- Power cannot inflict less than
- Power rank damage
- Power requires two free hands

Maximum of Ability Rank Bonus +7

- Power affects only one type of matter
- Power affects only one type of character (demons, robots, mutants, etc.)
- Power only works once/week
- Power fails to operate half the time (50% failure rate)

Maximum Ability Rank Bonus of +10

- Power only works outside of atmosphere
 - Power only works in below 0 temperature
 - Power knocks hero unconscious for 1-10 rounds
-



Players, being the crafty lot they are, will undoubtedly find situations where these limitations are advantages. For example, a flame weapon that only affects mutants hits Juggernaut while he is carrying Aunt May, leaving her unharmed. The Judge will take this into account when allowing limitations.

Generating Special Qualities: Generate the number of Special Qualities on Table 1-12. The number before the slash is the initial number, while the second number is the maximum of initial Special Qualities. Those annotated by an asterisk denote exceptionally rare and/or powerful Special Qualities, and require two slots. For each Special Quality gained, roll on the Special Qualities Table. When two slots are not available and a Special Quality is rolled that requires two slots, re-roll. Some Special Qualities may be obtained more than once, and its effects stackable; refer to the descriptions for specific rules. Special Quality details are listed in the Appendix.

Table 1-15: Special Qualities

1	Alertness	18	Multi-Shot
2-3	Dodge	19	Point Plank Shot
4	Weapon Specialization*	20-21	Precise Shot
5	Far Shot	22	Rage
6	Mobility*	23	Run
7	Mesmerism/Hypnosis	24	Sharp-Eyed
8-9	Improved Initiative	25	Stamina
10-11	Iron Will	26	Stealthy
12	Leadership	27	Toughness
13	Lightning Reflexes	28	Track
14-15	Secret Identity	29	Uncanny Dodge
16	Sleight of Hand	30	Heartless*
17	Trance		

Generating Talents: Generate the number of Talents on Table 1-12. The number before the slash is the initial number, while the second number is the maximum of initial Talents. For each Talent gained, roll on Table 1-16, followed by the appropriate die roll on Table 1-17. Those annotated by an asterisk denote exceptionally rare and/or powerful Talents, and require two slots. When two slots are not available and a Talent requiring two slots is rolled, re-roll. Talents details are listed in the Appendix.

Table 1-16: Talent Category

1-4	Combat
5-8	Professional
9-10	Other

Table 1-17: Talents

Combat Talents		Professional Talents		Other Talents	
1-2	Martial Arts A	1	Medicine/Doctor*	1	Artist
3	Martial Arts B	2-3	Law	2	Languages
4	Martial Arts C	4	Law Enforcement*	3	First Aid
5	Martial Arts D	5-6	Pilot	4	Repair/Tinkering
6	Martial Arts E	7-8	Military	5-6	Knowledge/Trivia
7	Wrestling*	9	Business/Finance*	7	Performer
8	Acrobatics	10-11	Journalism	8	Animal Training
9	Tumbling	12-13	Engineering	9	Sneak
10-11	Guns	14	Criminology	10	Observation
12-13	Thrown Objects	15	Psychiatry		
14	Bows	16-17	Detective/Espionage		
15-16	Blunt Weapons	18-20	Science		
17-18	Edged Weapons				
19	Oriental Weapons				
20	Weapons Master*				

Contacts

Each hero gets a number of initial Contacts as rolled on the Powers, Talents & Contacts Table. Certain individuals get specific Contacts at the start of character creation. High technology heroes must use one Contact slot for their “support.” Aliens can have only one initial Contact, unless otherwise directed. These Contacts are considered “significant” Contacts. A player may choose to have additional Contacts (with the approval of the Judge) whom are considered “insignificant.” The insignificant Contacts are generally unable to assist the hero with Resources, and relevant information, although they may be a source of Karma. Insignificant Contacts include relatives and family, your poker buddies, and other similar worthless relationships.

For each Contact, the hero must provide a name. For example, early in his career, Prof. X had a Contact in the FBI named Fred Duncan. The hero's Contact is considered Average to the hero in terms of reactions and benefits (see below), and might provide resources according to that Contact's Resource Ability rank. Contacts are chosen in a free-from manner, as it would be impossible to classify every type of contact possible. If a player is a real fan of the random



table, the player could roll once for each contact on the Talents table and select create a Contact from that profession or one that might have a Talent such as the one rolled.

A character with a Secret ID may assign his Contacts either to his Secret ID (noted by an S), his heroic identity (noted by an H), or both (no notation). The advantage of having the Secret ID making Contacts is that it provides less risk to the hero. If your Contact does not know you are really a hero, then you cannot be called upon to do heroic acts.

When a hero is generated, and the contacts are rolled, the hero begins with a set number of contacts at the Average Degree. Each Contact has a Contact Degree that is used to gauge the closeness of the contact to the hero. A higher Contact Degree is not necessarily more beneficial for the hero. To raise a Contact Degree, a hero must sacrifice an active Contact slot. Refer to Contacts in the Adventuring section for a detailed description of the Contact Degrees. The Contact Degree chart shows the trade value for Contacts:

Shady/Untrustworthy	Not Available at start
Low:	Three Low = 1 Average
Shaky:	Two Shaky = 1 Average
Average:	One Average = 1 Average
Beneficial:	Three Average = 1 Beneficial
High:	Six Average = 1 High

Filling in the Blanks

At this stage you have a bunch of words and numbers, the bare bones of a hero. Now, as you created the hero, you noticed certain leanings, such as an interest in science, or Powers that revolve around flame, etc. At this point, you fill in the blanks and flesh out the character. If you need help bringing substance to your new hero, try running down this quick checklist, answering the following questions about your character.

- What is the character's fighting name?
- What is the character's Secret Identity, if any?
- Is the character male, female, or what?
- How tall is the character?
- What does the character look like? Is the hero physically good-looking or strange-looking?
- Where does the character operate?
- Where does the hero live?
- Does the hero have any Contacts other than the ones provided by the generation system?
- Check the hero's Resources; where is this guy getting money like that?
- Does the hero wear a costume? What does it look like?
- Last, and optionally, what is the hero's specific origin? If you, the player, make up an origin, it saves the Judge the trouble of creating one for you. Judges by and large create very nasty backgrounds for heroes without stated origins, so when super-powered organizations come hunting for you, at least you know who they are.

Modeling Heroes

Given the length, breadth, and depth of the Marvel Universe, there will be heroes that have not had assigned statistics to them. These heroes (or villains) come from a variety of sources: Marvel Comics, other comic brands, movies, television, or simply a player's unique idea for a character. For this reason, character modeling is the best way of creating these characters for play. Character modeling takes place as the result of the player answering a series of questions, and comparing the relative Abilities of established heroes to set the ranks for the hero being modeled. There is a tendency for all players to "overrate" their individuals, so keep this in mind: a super-powerful character requires super-powerful foes, and the stakes go up as you progress in power. The Judge may review a character's Abilities, and downgrade them at his option. Whether a modeled character is used or not is solely up to the Judge of the game in question (this also works for multiple-Judge Campaigns, by the way).

The creation of the modeled character is similar to that of the generated character save that instead of rolling randomly, the precise abilities are chosen by the player. All references to minimum and maximum number of Abilities are ignored when modeling. We are simply seeking to create a character most like the character we have in mind for modeling.



Chapter Two: Game Mechanics

At this point you have your Marvel Super Hero, either from those provided, or one of your own creation. Now let's talk about how the character is used in the game.

Time Scale – The Turn

The MARVEL SUPER HEROES Role-playing game is played in turns, also called rounds. Each turn is about 6 seconds of “real” time (about the amount of time that takes up one panel of a comic story). There are therefore ten turns to a minute, and 600 turns to an hour.

Turns are only important when time is a crucial factor, such as situations where the hero must find a bomb before it explodes, chase down a suspect, or battle with an evil opponent. Most of the time, the judge will not have the players run through periods of waiting. If the heroes decide to wait ten minutes for a bus, the Judge does not run through all 100 6-second turns of that wait (unless, of course, a villain pounces upon the heroes as they wait, at which point time is suddenly crucial).

Difficulty Class

Those familiar with Wizards of the Coast's d20 Open Gaming License products such as Dungeons & Dragons and Star Wars Role-playing games will be familiar with MARVEL SUPER HEROES Role-playing game conversion to something that more closely resembles Difficulty Class (DC). This is in contrast to the original and advanced MARVEL SUPER HEROES Role-playing games which used the Universal Table to resolve FEATs.

In the role-playing situation, you are cast as your hero. You, the player, control the actions and reactions of your character. Your character is limited to what he or she can do as a result of the character's abilities. Any time you check against these abilities to see if you complete an action, you are making a Difficulty Class (DC) roll.

Quickly summarizing, you make a Difficulty Class (DC) roll in the following fashion:

- 1) Determine the ability you are checking.
- 2) Determine the Difficulty Class (DC) for the action attempted, and whether the action is impossible or automatic.
- 3) Find the ability bonus or bonuses that pertain to the situation.
- 4) Roll a d20 and add all modifiers (bonuses and negatives) to the roll result, to include scale adjustments.
- 5) Compare the roll result to the Difficulty Class (DC).
- 6) A result greater than or equal to the DC usually means success, while a result less than the DC usually means failure.

Ability Check: When a character makes an ability check, the player rolls a d20 and adds their bonuses and negatives, if any. The higher the result, the better the character does. Usually it's only the total roll result that matters, not the raw d20 dice roll.

Scale: Some ability checks have a rank associated with the DC of a task. This illustrates how difficult the task is within the scope of heroic proportions. For every rank that a hero's ability beats the DC rank, the hero adds +5 to the roll. Conversely, if the hero is attempting a task that exceeds his ability rank, for every rank it exceeds his own, he must subtract -5 from the roll. Example: The Beetle, a.k.a. Abner Jenkins, wants to install a new Nitrous-Oxide system on his Pontiac GTO. The Judge rules that the task will require Intelligence check against Good, DC15. The player checks The Beetles Intelligence (Excellent, +2) and also notes that he has Repair/Tinkering Talent giving him an additional +1 to the roll. Since The Beetle also has a machine shop stock full of tools, the Judge awards him a +1 situational modifier bonus. The player rolls his d20 and gets a 6. The player adds in the other bonuses (+2; one from his Talent, and one from his shop), and finally adds a +5 since his Intelligence is one level greater than the Good level DC for a grand total of 13. Close, but no cigar. The Judge tells the player that if he took a little time to check out the wiring harness (and take a 10 or 20), he's sure he would fix the problem. Note that Abner did not invent, build, or kit bash the Nitrous-Oxide system, and thus does not fall under rules regarding Building Things (see the Equipment section).

Automatic and Impossible Actions: The Judge may decide that an action may be so simple or so outrageous that it is automatic or impossible. Some examples might be The Mighty Thor breaking through drywall (automatic) and Rogue attempting to crack an encrypted signal sent by Dr. Doom (impossible). This can be illustrated in dice negatives or bonuses based on scale, since a rank four levels greater or lower than a DC rank would have a +20 or -20 to the dice roll, respectively. A Judge's decision to make the task automatic or impossible essentially streamlines action.



Opposed Check: When a character meets another character or force that actively resists or contests an ability check, an opposed roll must be made. The character makes an ability check as usual, with the opposing character or force making an opposing d20 roll. The results are compared and the highest value wins the contest. Example: Potato-Salad Man encounters Captain America (an NPC) at the local pub and challenges him to an arm-wrestling contest. The player rolls a d20 and adds his Strength rank bonus (Good, +1) to the roll. Captain America, however, has Excellent Strength which is one rank higher than Potato-Salad Man's Good Strength. Therefore he must subtract 5 (-5) from his total roll. Potato-Salad Man gets a 12 on the dice roll and with the following ability bonuses (+1, -5) for a total ability check of 8. The Judge also rolls a d20 and adds Captain America's Strength bonus (Excellent, +2) to the roll. Captain America rolls a 9 and adds 2 for a total ability check of 11. The Judge tells Potato-Salad Man's player that it is going to take more than a few beers to beat Captain America in an arm-wrestling match. (Note that Captain America did not add 5 to his roll for having a higher Strength rank than Potato-Salad Man. When characters (PCs and NPCs) compare ability ranks in a contest, the only scale modifier applied is the PC or NPC incurring a negative penalty.)

Optional Rule: Natural rolls of '1' are always a failure and may result in a fumble. The Judge may require an ability check with a DC of 15 to avoid the fumble. On the other hand, natural rolls of '20' always succeed (unless the check is opposed or impossible), and may result in critical success. Critical success outcomes are defined by the Judge and may vary from situation to situation.

Check against a Difficulty Class (DC): The player's character is attempting to perform an action with an established DC, or a DC set by the Judge based on relative difficulty. The player rolls a d20 and adds their bonuses and negatives, if any. A result greater than or equal to the DC usually means success, while a result less than the DC usually means failure. Example: The Tick has been bound to railroad tracks by his arch-nemesis, and will surely perish if he doesn't escape the death-trap. The Tick's player decides The Tick should break the iron chains that restrain his character. The DM declares that the chains break DC is Incredible, 24. The player rolls a d20, and adds his Strength bonus (Amazing, +8) to it. The character also gets to add +5 to his roll as The Tick's Strength exceeds the rank to break the chains by one. The Tick rolls a 17 and adds 13 for a total ability check of 30, breaking the chains. The Tick lives to fight another day.

Taking 10: When you are not in a rush and not being threatened or distracted, you can choose to take a 10 in lieu of rolling a d20. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats make it impossible to take 10.

Taking 20: When you have plenty of time (in excess of two minutes or more) and when the ability being checked carries no penalties for failure, you can take 20. In other words, you eventually will get a 20 if you roll the dice long enough. Taking 20 means you are trying until you get it just right. Taking 20 takes about twenty times as long as making a single check would make.

Situational Modifiers: Some situations may make an ability or other check easier or harder, resulting in a bonus or penalty added into the character's check. It's one thing for Reed Richards to repair a Radio Telescope, but to repair it with only materials found in a junk yard is another matter. Usually, the Judge may modify the DC up or down to reflect situations that make the task easier, or give the character a bonus or negative to reflect conditions that improves or hampers performance. Example: Black Knight, after yet another humiliating defeat, has knocked back a few cold ones in the local pub and failed a couple Endurance checks in the process. Against the bartender's advice, he attempts to pilot his motorcycle back to Avenger Mansion, which takes him through the rural woods in total darkness. Typically this task is automatic, but the Judge wants to teach this hero a lesson and decides this task to be an Agility check DC Poor, 9. Black Knight, who has Excellent Agility, rolls his d20 and gets a 1. Possible critical failure; the Judge asks the player to make an Agility check DC 15. The player rolls a 14, and adds +2 (Excellent Agility), but is told to subtract -2 (Intoxicated), for a total of 14. Black Knight passes out after he loses control of his motorcycle and crashes into a tree. Let this be a lesson to us all....



Chapter Three: Combat

Combat Basics

Rounds: Combat is broken up into rounds. Each round, each character gets to do something. A round is equal to about 6 seconds of “real” time.

Initiative: Before the first round, each player makes an initiative check for his or her character. The Judge makes initiative checks for the NPCs or foes. An initiative check is an Intuition check (d20 + Intuition bonus). Characters act in order of highest to lowest initiative results, with the check applying to all rounds of the combat (unless a combatant takes an action that changes their initiative).

Attacks/Actions: Characters can move, attack, or move and attack.

Attack Roll: To score a hit that deals damage on your attack roll, you must make an opposed attack roll against the defender, who usually tries to evade, deflect, or somehow avoid the attack.

Melee Attack Roll: d20 + CL modifier + Strength modifier + other modifiers vs. defensive maneuver roll.

Ranged Attack Roll: d20 + CL modifier + Agility modifier + other modifiers vs. defensive maneuver roll.

Mental Attack Roll: d20 + Psyche modifier + other modifiers

Damage: If you score a hit, you deal damage as outlined by your attack type. Usually you deduct this amount of damage from your opponents Vitality Points, however a critical hit may result in the deduction of Wound Points.

Defensive maneuvers: Most characters do not like to be struck by punches, bullets, and life draining rays, so they make defensive maneuvers to avoid them. Some of the options available include Dodging, Blocking, Giving, and Parrying. Defensive Maneuvers’ difficulty vary by type, although the most common is a Dodge.

Dodges are usually determined as: d20 + Agility modifier + other modifiers.

Vitality Points: Vitality Points represent how much punishment a character can take before getting seriously hurt.

Wound Points: Wound Points represent how much life-threatening damage a character can take before falling unconscious and potentially dying.

0 Vitality Points: If your Vitality Points drop to 0, you’re clobbered. In addition, you must make an Endurance check DC 10 or be stunned 2d6 rounds.

0 Wound Points: If your Wound Points drop to 0, you are unconscious and dying. You immediately make an Endurance check DC 10 to see if you begin losing Endurance ranks. Even if you succeed your Endurance check, you must make another Endurance check every hour until you stabilize or begin losing Endurance ranks.

Shift 0 Endurance: Death.

Movement: Each character has a speed measured in areas. You can move that distance as an action, or attempt to move and attack as a special action. Opposing characters and hindering terrain may prohibit a character’s full movement.



Initiative

Every round, each combatant gets to do something. The combatant's initiative checks determine the order in which they act, from highest to lowest.

At the beginning of battle, each character makes a single initiative check. (The Judge rolls for the NPCs while the players roll for their heroes.) An initiative check is an Intuition check sometimes modified by other abilities. The Judge finds out in what order characters act, counting down from highest to lowest. Each character acts in turn, with the check applying to all rounds of the combat (unless a character takes an action that results in their initiative changing – see Special Initiative Actions). Usually, the Judge writes down the names of the characters in intuitive order so that on subsequent rounds he can move quickly from one character to another. If two characters have the same initiative check result, the tied characters act in order of highest Intuition bonus first, then highest Agility bonus. If a tie still exists, roll the initiative check between the two until the tie is broken.

Joining a Battle: When characters enter the battle in progress, they roll initiative at that time and act whenever their turn comes up in the existing order.

Flat-Footed: At the start of battle, before you have had your chance to act (specifically, before your first regular turn in the intuitive order), you are flat-footed. You can't use your Agility rank bonus while flat-footed. Some Special abilities eliminate this condition either partially or totally.

Surprise: When combat starts, if you are not aware of your enemies but they are aware of you, you're surprised. If you know about your opponents, but they are unaware about you, you surprise them. The Judge determines awareness (which determines who is surprised) at the start of the battle, usually employing the opposed Talent checks observation and sneak.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before the first regular round. The combatants who are aware can act in the surprise round with ONE action in order of initiative. If no one is surprised, then surprise round does not occur. Unaware combatants do not get to act in the surprise round and are flat-footed because they have not acted yet.

Optional Rule: In mass combat, the Judge may decide to have each side roll a singular initiative. Usually the leaders of each side will roll this initiative using any modifiers the leader has. All members of the party go on that initiative roll in any order they desire. However, this method of initiative can be dangerous as it may foster "dogpile" tactics.

Special Initiative Actions

Usually characters act as soon as they have an opportunity to do so. Sometimes its best to wait and see what transpires before you make a hasty decision however.

Delay: by choosing to delay, you take no action and then act normally at whatever initiative point you decide, permanently changing your initiative result to that number for the duration of the encounter. While delaying, the character is not considered flat-footed, and retains their Agility bonus for defensive purposes.

Refocus: Refocusing is a full-round action during which you cannot act. The character is not flatfooted, however. By surrendering the character's entire turn, your new initiative for the rest of the encounter is as if they had rolled a 20 on their initiative check. All the standard initiative modifiers apply.



Combat

Sometimes things get hairy, and its time to let your fists do the talking. When push comes to shove, have your handy d20 ready because "It's Clobberin' Time!" - The Thing

Most combat is resolved with a d20 roll, modified by various factors that improve or reduce your chances to land a successful blow in combat. To score a hit that deals damage on your attack roll, you must make an opposed attack roll against the defender, who usually tries to evade, deflect, or somehow avoid the attack. If the attackers total attack roll exceeds the defenders total required defensive roll, then the attack struck the target. If the defensive maneuver was successful, however, the attack usually misses.

The attacker has various attack options when combining the various standard attack types with the character's own attack capabilities.

There are two types of combat – Melee combat and Ranged combat. These combat types are detailed later in the combat section. Each type of attack type has appropriate defensive maneuver(s) that may be utilized by the defender in an effort to counter the attack. Defenders are restricted to using the corresponding maneuvers to avoid these specific types of attacks. For example, you usually cannot use the "Blocking" maneuver to ward off a mind control attempt.

Standard Combat Formulas

Melee Attack Roll: $d20 + CL \text{ modifier} + \text{Strength modifier} + \text{Size Modifier} + \text{other modifiers}$ vs. defensive maneuver roll.

Ranged Attack Roll: $d20 + CL \text{ modifier} + \text{Agility modifier} + \text{Size Modifier} + \text{other modifiers}$ vs. defensive maneuver roll.

Mental Attack Roll: $d20 + \text{Psyche modifier} + \text{other modifiers}$ vs. Special resist roll (see Mental Powers in Powers section).

Dodge Roll: $d20 + CL \text{ modifier} + \text{Agility modifier} + \text{other modifiers}$

Cover and Concealment

Cover

One of the best defenses against ranged attacks is cover. By taking cover, you can protect yourself from attacks, making it harder for the enemy with a ranged weapon to hit you. Cover provides a bonus to only your dodge roll. The more cover you have, the better the bonus. Cover is usually ineffective against melee attacks. Any attack that strikes the cover instead of the target (based on comparative rolls) does damage to the cover instead. Also, there may be attack penalties for someone taking cover, as determined by the Judge.

Table 3-1: Cover

Degree of Cover	Example	Dodge Bonus
One-Quarter	Standing in a doorway	+1
One-Half	Standing at a window	+2
Three Quarters	Peering around corner	+3
Nine-tenths	Peering through a firing port	+5
Total	Other side of a solid wall	*

Attacks made against a target with total cover must overcome the cover first.

Concealment

Besides cover, another way to avoid attacks is to make it hard for opponents to know where you are. Concealment includes all circumstances where nothing physically blocks attacks but where something interferes with accuracy. It is a subjective measurement as to how well concealed the target is. Concealment always depends on the point of view of the attacker. Total darkness is meaningless to Iron Man and his Infravision.

Concealment Miss Chance: Concealment gives the subject of a successful attack a chance to be missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll.) When multiple

concealment conditions exist, use the one with the highest miss chance; the effects of multiple concealment situations are not cumulative.

Table 3-2: Concealment

Degree of Concealment	Example	Miss Chance
One-Quarter	Light fog, moderate darkness, light foliage	10%
One-Half	Dense fog at 5 ft.	20%
Three Quarters	Dense foliage	30%
Nine-tenths	Near total darkness	40%
Total	Invisible, attacker blinded, total darkness, zero visibility	50%

Combat Modifiers

Sometimes characters receive an edge in combat, either offensively or defensively. Table 3-3 illustrates some of the more common modifiers to attack and defensive maneuver rolls.

Table 3-3: Combat Modifiers

Circumstance	Melee	Ranged
Attacking flanked defender	+1	No adjustment
Attacker on higher ground	+1	No adjustment
Attacker prone	-2	No adjustment
Attacker clobbered	-2	-2
Attacker entangled	-2	-2
Attacker invisible	+2*	+2*
Defender prone	+2	-2
Defender clobbered	+2	+2
Defender stunned	*	*
Defender paralyzed, or helpless	**	**
Attacking fleeing defender	-5	-5
Defender has cover	See Cover	
Defender is invisible or concealed	See Concealment	
Defender entangled	*	*

* Defender loses any Agility bonuses to defensive maneuvers.

** See Helpless in the Life, Death & Health section

Size Differences in combat

A bigger target is easier to hit than a medium sized target. Likewise, a small target is more difficult to hit than a medium sized target. While most characters in the Marvel Universe are medium sized, others make it a habit to be a little different. Refer to Table 3-4 for size modifiers. Vast and Minute size categories require special treatment. Generally, a character can't miss a target that is Vast, and can't hit a target that is Minute.

Table 3-4: Size Modifiers

Size	Example	Attack Modifier
Vast	Planetoid or greater	N/A
Colossal	Galactus, Hawaii	+8
Gargantuan	Carrier, Sears tower	+4
Huge	Sentinel, building	+2
Large	Hulk, sedan	+1
Medium	Spiderman, door	+0
Small	Puck, Dog	-1
Tiny	Cat, 12" plate	-2
Diminutive	Frog, door knob	-4
Fine	Mosquito, gnat, ant	-8
Minute	Henry Pym, atom	N/A



Melee Combat

To engage in melee combat, characters usually have to be within arms reach of each other. Usually this means that they must also in adjacent areas to one another. Sometimes a character has a special ability that allows them to make a melee attack on a ranged target such as Mr. Fantastic and his power of plasticity. Melee combat includes everything from a punch and kick to a head-butt and piledriver.



Melee combat is modified by Combat Levels (CL).

Raw Combat Levels are compared between the attacker and the target. If the attacker has more CLs than the defender, the attacker adds the difference to his attack roll when attacking the target. If the attacker has fewer CLs than the target, then the defender will add the difference to his defensive maneuver roll. In this case, any Retaliations and Counterattacks he may make (See Advanced Combat Maneuvers: Retaliations and Counterattacks later in this section) also receive the difference as a bonus to his attack.

Physical Actions: In melee combat, some actions require Combat Rolls (CR) to successfully employ. The CR number is the minimum total number (not including modifiers) the attacker must achieve on their attack roll with the maneuver. The attacker decides, before rolling the dice, what type of attack he plans on making. If the player does not achieve the minimum CR required for the chosen maneuver, the maneuver was a failure and the action lost without any defensive maneuver being required by the target. A successful CR roll requires the defender to make a defensive maneuver to avoid the attack.

Physical attacks typically deal Strength rank number in damage. Normally, the material rank Strength number determines the amount of damage the character takes from falls, or the additional amount of damage the character takes from a throw or slam. Table 3-5 illustrates standard melee attacks and the associated CR roll needed for success. Unless otherwise noted in their individual maneuver descriptions, all physical attacks are capable of scoring blunt critical hits, and all failed CR rolls result in the loss of the action.

Table 3-5: Physical Attacks

Maneuver	Damage	CR
Strike	Strength	N/A
Ram	Special	7
Body Slam	Strength + Special	9
Grab	N/A	10
Throw	Strength + Special	10
Grapple	Strength	12

Strike: Pounding someone senseless with their fists, feet, head or other part of the body. A successful Strike deals Strength rank number in damage, is capable of blunt critical hits, and has no CR required to perform.

Ram: "Occasionally, I smash my whole body into some joker, or jump down onto him." - The Thing. The ram is a form of attack that combines movement with combat. Ramming (also called Charging) is a favored method for heroes trying to close into melee combat with an opponent with a ranged weapon, and certain individuals such as Rhino, Juggernaut, and Bulldozer make this their preferred form of attack. The attacker charges the target, ramming him with his own body doing Strength rank number or body armor rank number in damage plus speed rank in damage (calculated as 2 points per area moved through). This damage is compounded, and not treated separately. For example: The Beetle successfully charges Spiderman and has Excellent body armor (20) passing through 6 areas to ram him (12) resulting in 32 damage. A character must be able to initially see his target, and move at least 2 areas (not including the area the character moved from) in a straight, unobstructed path to his target to ram. Body armor may influence the damage of a charged attack. If the defender has body armor, the rank number of the body armor is the amount of damage that is rebounded back onto the attacker. If the attacker's body armor is greater than the rebounded damage, the attacker takes no damage. Ramming inanimate objects is handled in the same manner, with the material Strength rank treated as body armor. A successful Ram is capable of blunt critical hits, and has a CR of 7. A failed CR roll indicates that the attacker never left the spot, while a successful CR roll and a miss (the defender avoided the attack) indicates that the attacker moves 1 area behind the target, potentially striking something else such as a wall.

Body Slam: The Attacker quickly grabs his target and slams them to the ground in the area that he grabbed him from. A successful Body Slam deals Strength rank number in damage plus either the material rank number in damage the target was slammed into or Prop damage (see Props later in this section). Additionally, the target is prone on the ground. Note that the Talent Tumble does not allow the character to land on his feet when being slammed. The target is released after the attack. A successful Body Slam is capable of blunt critical hits, is unblockable, and has a CR of 9.

Grab: The attacker attempts to grab an item, attended or otherwise in possession of an opposed character. The character must make a called shot, succeed at a CR roll of 10, and defeat the opponent's defensive maneuver to begin the grab attempt. A grab attempt against an item in possession of the opponent, but not secure is automatic. A grab attempt against an item carried or secured is an opposed Strength check, with the appropriate modifiers such as scale. A secured item might include a helmet worn with the chin strap buttoned (Poor, -1), Juggernaut's helmet welded to his armor (Monstrous, +10), and a laser pistol secured in its holster (Typical, 0). Examples of carried items include a comic book, a walkie-talkie, and a suitcase nuke. A successful Grab is not capable of blunt critical hits, is unblockable, and has a CR of 10.

Throw: The Attacker quickly grabs the target and throws them like a pigskin. A successful throw deals Strength rank number in damage plus either the material rank number in damage the target was slammed into or Prop damage (see Props later in this section). Additionally, the target is prone on the ground. The target is released after the attack. A thrown character may attempt to land on their feet, thereby reducing the amount of damage incurred by the material Strength or Props by succeeding at an Agility check DC 15 for half damage. Note that a successful Agility check DC 15 with the Tumble Talent allows the character to land on his feet when being thrown for no additional material Strength or Prop damage. The attacker may throw one target at another as a standard combat maneuver. In addition, a character may throw another friendly character at an opponent without dealing Strength damage to the thrown character, although material rank damage and Prop damage might (i.e. Fastball Special). A successful Throw is capable of blunt critical hits, is unblockable, and has a CR of 10.



A thrown character may attempt to land on their feet, thereby reducing the amount of damage incurred by the material Strength or Props by succeeding at an Agility check DC 15 for half damage. Note that a successful Agility check DC 15 with the Tumble Talent allows the character to land on his feet when being thrown for no additional material Strength or Prop damage. The attacker may throw one target at another as a standard combat maneuver. In addition, a character may throw another friendly character at an opponent without dealing Strength damage to the thrown character, although material rank damage and Prop damage might (i.e. Fastball Special). A successful Throw is capable of blunt critical hits, is unblockable, and has a CR of 10.

Grapple: Wrestling, squeezing, crushing, and choking. The attacker must make a successful CR roll of 12 and the defender must fail his defensive maneuver. If the attacker is successful thus far, he must make an opposed Strength check, with the appropriate modifiers such as scale and size. If the attacker wins, the attacker may deal Strength rank in damage and the opponent is grappled. If the attacker fails the opposed Strength check, the grapple attempt fails. A successful Grapple is not capable of blunt critical hits, is unblockable, and has a CR of 12. In addition, those engaged in grappling do not threaten adjacent areas and lose their Agility bonus.

Joining a Grapple: If your target is grappling someone else, you can grapple your target, and your target loses his Agility bonus, though you must still succeed at the CR roll and beat his defensive maneuver roll. If you are successful, make a normal opposed Strength roll to deal damage.

If your grappling: When you are grappling, you can either deal Strength rank in damage or hold your opponent immobile (but not helpless) for 1 full turn. Opponents gain a +4 bonus to striking a held target, and both the grappler and the target lose their Agility bonuses.

Escape: You can escape the grapple if you succeed at an opposed Strength roll. If multiple opponents are grappling you, you must beat all of their check results to escape.

Break another's pin: You can break the hold than an opponent has over an ally. Make an opposed Strength check against the target. Your target loses his Agility bonus, though you must still succeed at the CR roll and beat his defensive maneuver roll. Success releases the hold on your ally.

While your pinned: You may escape as a standard attack by succeeding at an opposed Strength check with all the usual modifiers.

Melee Weapons: Some heroes and villains use melee weapons to defeat their foes in combat. They tend to either do crushing damage or slashing and piercing damage. Unless a critical hit is achieved, combat with these weapons are essentially a standard Strike maneuver that requires no CR to hit and are capable of scoring critical hits unless otherwise noted. Normally, the weapon used does an increased Strength rank number in damage if the material rank of the weapon is higher than the Strength. When a critical hit is achieved, refer to the appropriate critical hit table to determine the effects. Unless the weapon is given a "Prop" bonus by the Judge, the weapon cannot deal more damage than its material Strength. For example, a samurai sword of Excellent material Strength in the hands of Baron Mordo (Typical Strength) would deal Good (10) damage. The same samurai sword in She-Hulk's hands (Monstrous Strength) would deal a maximum of Excellent damage. This is why Wonderman does not carry a switchblade.

Throwing things: A character throwing something at a target follows the same guidelines. The character must be able to lift the item he is throwing (potentially requiring a Strength ability check). Refer to Table 3-6 for thrown weapon ranges.

Maximum Attack Value (MAV): Dodgeable ranged weapons usually have a Maximum Attack Value associated with them. This value is the maximum total attack roll value an attacker may apply with the weapon, regardless of the roll, combat level, or bonuses involved. This is used to reflect relative difficulty in dodging. Generally, weapons which use multiple rounds and/or are of high velocity (machine guns and laser beams) are more difficult to dodge than single projectiles and low velocities (Saturday night special). Once the round leaves the barrel, there is little else the character can do to ensure the round finds its target. A thrown weapon's MAV is based on the attacker's Strength, and may be adjusted to account for special situations (i.e. higher for an aerodynamic knife and lower for a chunk of concrete). Hexable and Wide-ranged attacks do not use a Maximum Attack Value, though they may be Hex-Dodged.

Thrown Items Maximum Attack Value:

Strength	MAV
Feeble – Typical	20
Good – Excellent	24
Remarkable – Incredible	28
Amazing – Unearthly	30

Ranged attacks at opponents in Melee: If you shoot, fire or throw at targets in melee with allies, you suffer a –2 penalty to your attack roll because you have to aim carefully to avoid hitting your ally. If you have the Precise Shot Feat, or are otherwise directed, you do not suffer this penalty.

Power Rank Range Conversion

Table 3-7 below depicts Power Rank Ranges used in the MARVEL SUPER HEROES Advanced set, and their conversion using the new system. Most ranged attacks will use Standard Increment range ratings, while other attacks (those without range increment, i.e. range is irrelevant to effectiveness) use the Maximum Effective Range scale.

Table 3-6: Thrown Weapons

Strength Rank	Range in Areas
Fb	1
Pr	2
Ty	3
Gd	4
Ex	5
Rm	6
In	7
Am	8
Mn	9
Un	10



Table 3-7: Power Rank Range Conversion Chart

Rank	Old	Standard Increment	Maximum Effective Range
Sh 0	Touch	Touch	Touch
Fb	Touch	Touch	3
Pr	1	2	6
Ty	2	3	8
Gd	4	4	10
Ex	6	6	20
Rm	8	8	40
In	11	10	80
Am	20	20	10 miles
Mn	40	40	100,000 miles
Un	60	80	Line of Sight

Critical Hits

When combat ensues, sometimes a blow lands so well that it has additional, and usually negative, effects on the victim. These spectacular strikes are known as Critical Hits. Critical hits can cause extra damage, stun, bleeding, and sometimes life threatening wounds. Critical hits do normal damage in addition to the critical damage, not in lieu of the normal damage. In order for a critical hit to be achieved, the attack must have affected the target. If the target was somehow protected or immune to all of the damage or effect, then the critical can not occur. Usually, a critical hit is an attack roll that beats the defenders defensive maneuver by 10. Other circumstances may cause critical hits also, such as firing at a helpless target; after all, a blaster to the head is still a blaster to the head.

Additional damage and/or additional effects of a critical vary by critical hit type. There are five types of critical hits: Edged, Blunt, Energy, Force, and Shooting. The type of critical hit depends on the attack type, and is usually referenced by the weapon or power in its description. The attacker rolls a d10 on the appropriate table to determine what additional effects apply to his target. Description of Critical results follows the tables.

- Blunt physical attacks use Blunt Critical Table.
- Edged attacks use the Edged Critical Table.
- Guns using lethal rounds use the Shooting Critical Table.
- Energy effects such as fire and lightning use the Energy Critical Table.
- Solid manifestations of energy and thrown blunt weapons use the Force Critical Table.

Note that some effects of critical hits may necessitate the attacker to meet a requirement for the effect to occur, and that the target may “shake off” the critical effect with a successful ability check of some sort.

Table 3-8: Blunt Critical

#	Additional Effect(s)
1	Knockdown
2	Clobbered
3	Slam
4	Grand Slam
5	Choice: Grand Slam or Stun (1)
6	Double Damage
7	Triple Damage
8	Stun (1)
9	Stun (1d4)
10	Roll 2x, ignore 10 & duplicate

Table 3-9: Force Critical

#	Additional Effect(s)
1	Knockdown
2	Knockdown
3	Clobbered
4	Clobbered
5	Slam
6	Double Damage
7	Double Damage
8	Stun (1)
9	Stun (1)
10	Stun (1d4)

Table 3-10: Energy Critical

#	Additional Effect(s)
1	Double Damage
2	Double Damage
3	Double Damage
4	Stun (1)
5	Stun (1)
6	Stun (1)
7	Stun (1d4)
8	Stun (1d4)
9	Triple Damage
10	Lethal

Table 3-11: Edged Critical

#	Additional Effect(s)
1	Bleed (1d10)
2	Bleed (2d10)
3	Double Damage
4	Double Damage and Bleed (2d10)
5	Stun (1)
6	Stun (1d4)
7	Lethal
8	Lethal & Stun (1)
9	Lethal & Bleed (1d10)
10	Lethal & Bleed (2d10)

Table 3-12: Shooting Critical

#	Additional Effect(s)
1	Bleed (1d10)
2	Double Damage
3	Double Damage
4	Stun (1)
5	Stun (1d4)
6	Triple Damage
7	Lethal
8	Lethal
9	Lethal & Stun (1)
10	Lethal & Bleed (1d10)



Critical Descriptions

Choice: Attacker chooses critical effect.

Knockdown: The target is knocked to the ground prone. The target does not incur any additional damage from the critical, but suffers penalties for being prone.

Clobbered: The target must make an Endurance ability check DC 18 or suffer the effects of clobbered for 1d6 rounds effective immediately.

Slam: Requirement -The attackers Strength rank must be equal to or greater than the target's Endurance rank. If the attacker meets the requirement, the target must make an Endurance ability check DC 18 or be slammed 2 areas directly away from the attacker. The target may take material rank or Prop damage (compounded) and is prone.

Grand Slam: Requirement -The attackers Strength rank must be equal to or greater than the target's Endurance rank. If the attacker meets the requirement, the target must make an Endurance ability check DC 18 or be slammed a number of areas away equal to the attacker's Strength rank bonus times four areas directly away from the attacker. The target may take material rank or Prop damage (compounded) and is prone.

Bleed (1d10 or 2d10): In addition to the standard damage, the target "bleeds" either 1d10 or 2d10 damage per round until it is healed through medical attention, or some other means. This damage is stackable.

Double Damage: The target takes double damage from the attack.

Triple Damage: The target takes triple damage from the attack.

Stun (1): Requirement -The attackers Strength rank must be equal to or greater than the target's Endurance rank. If the attacker meets the requirement, the target must make an Endurance ability check DC 18 or be stunned for one round effective immediately. Stunned characters lose their Agility bonus, and can take no actions. A stunned character must immediately make a Psyche ability check DC 10 to remain standing. A character who was flying while stunned falls or is otherwise out of control.

Stun (1d4): Requirement -The attackers Strength rank must be equal to or greater than the target's Endurance rank. If the attacker meets the requirement, the target must make an Endurance ability check DC 18 or be stunned for 1d4 rounds effective immediately. Stunned characters lose their Agility bonus, and can take no actions. A stunned character must immediately make a Psyche ability check DC 10 to remain standing. A character who was flying while stunned falls or is otherwise out of control.

Lethal: Lethal damage does damage directly to the Wound Point total.

Defensive Maneuvers

The most common defensive maneuver is the dodge, but there are other options that are sometimes more effective. Those options replace dodge as the defensive maneuver. Defensive maneuvers are reactions, and do not count as any action the character would otherwise take during their regular turn. Some defensive maneuvers, while easier to perform than a standard dodge, do not count towards preventing a critical hit. Essentially, when a player elects to use this type of maneuver, his dodge result is zero.

Blocking: A defensive maneuver that attempts to meet force with force and “block” an incoming attack. To successfully block, the defender’s total block roll must be at least 2 less than the attacker’s total attack roll. A failed block attempt does not count toward an attack going critical. Some attacks and powers are unblockable, to include specific physical attacks such as the body slam, grab, throw and grapple.

- Unarmed blocks are limited to the ability to block only unarmed strikes.
- Melee weapons can usually be blocked by other weapons or shields, however the weapon or shield takes the damage of the attack.
- Shields generally have the ability to block most type of blockable attacks including ranged attacks and rams.

Blunt and Force attacks have the potential to Slam the blocking defender if the damage they deal exceed the defender’s Endurance by greater than two ability ranks.

Example: Steroid Monger (Strength Monstrous, +11) strikes Shield-Boy’s Amazing ability rank Force Shield. Besides taking 25 points of damage, Shield-Boy must make a Slam check since his Endurance (Excellent, +2) is more than two ranks less than Steroid Monger’s Strength ability rank. When this is the case, the defender must make an Endurance ability check DC 12 or be slammed 2 areas directly away from the attacker. The defender may take material rank or Prop damage (compounded) and is prone.



Dodge: A defensive maneuver that attempts to avoid an attack altogether. Dodges are effective against most forms of



attack. For a dodge attempt to be successful, the character’s total dodge roll must match or exceed the attacker’s total attack roll. A dodge attempt must be made for each attack made on the character. The only attacks that cannot be dodged are those powers and other Special abilities that are classified Undodgeable.

Give: A defensive maneuver used to lessen damage from a blunt physical or force attack instead of outright avoiding it. To successfully give, the defender’s total give roll must be at least 4 less than the attacker’s total attack roll. A failed give attempt does not count toward an attack going critical. A successful give attempt reduces the amount of blunt physical or force attack by 50% (before applying armor) and has no effect on other attack types such as energy, shooting and edged effect attacks.

Hex Dodge: This defensive maneuver is similar in most respects to a standard dodge with the following exceptions; a Hex Dodge attempt is

made with a d30 Combat Roll that is only allowed as a reaction to a hexed attack on the character. For a Hex Dodge to be successful, the player must make a standard dodge roll, not including Combat Level bonuses, and match or exceed a CR 30. Only dodge bonuses, other similar bonuses defined by the Judge, and Karma points apply to this roll.



Resist: This maneuver allows the character to resist the effects of a Grab, Grapple, Body Slam, and Throw attack, stopping them altogether. To successfully resist, the defender's total resist roll must be at least 2 less than the attacker's total attack roll. For every size category a defender has greater than the attacker, the defender may add +3 to his resist roll. A failed resist attempt does count towards the prevention of a critical hit.

Retaliation: This maneuver is based on the theory that the best defense is a good offense. To attempt this maneuver, the defender voluntarily allows himself to be struck by the attack, thereby taking an effective zero on his dodge roll. After taking the damage, the user can make a free action at -4 penalty. This action is taken even if the attack killed the defender who retaliated. Some special abilities can potentially be used on retaliation BEFORE the original attack hits the user such as phasing, teleportation, forcefields, energy shields, etc. These abilities are defined for each individual and will be identified in the power's description. Retaliation cannot be counterattacked, retaliated on, or reversed. The attacker can make only 1 retaliation per attacker, and it must be used on the first attack that the attacker makes against the user. Further, the retaliation must be made against the attacker whom invoked the retaliation. Being attacked by multiple attackers is the only way to achieve multiple retaliations in a round. Retaliation can be used on any attack that the user would be able to dodge. A character cannot retaliate when flat-footed.

Reverse: This maneuver allows the user to reverse the effects of specific physical attacks upon the attacker. Body Slams, Throws, and Rams (by "Monkey Flipping" the attacker) can be successfully reversed if the defender's total reverse roll is at least 4 higher than the attacker's total attack roll. A reverse cannot be counterattacked, retaliated on, or reversed, but can be dodged, given, or resisted. By successfully "Monkey Flipping" an opponent that is ramming you, you successfully Throw the attacker per the offensive maneuver description. A failed reverse attempt does not count toward an attack going critical.

Advanced Maneuvers

Advanced maneuvers are usually more difficult to accomplish than the other maneuvers described previously. Some of these maneuvers cannot be accomplished by ordinary people, and require special training or abilities.

"66": This maneuver allows the character to both move (at half their speed, rounded down) and attack in one action. The character must announce this action before rolling to complete the maneuver. To move from the area, a CR 4 roll must be made. Regardless of whether the move roll was successful (a character who failed the CR 4 roll may still attack), a -1 attack penalty is accrued to the attack.

Called Shot: This maneuver allows the attacker to strike a particular area on the target or a specific object attended by the target. A called shot has an attack penalty of -4 for unattended objects and -8 for attended objects and characters before other modifiers. At the attacker's discretion, Called Shots are automatic critical hits.

Total Defensive: Sometimes a character doesn't want to be struck, even if it means not swinging back. When a character decides to take a Total Defensive stance, he gains +4 bonus to defensive maneuvers, but cannot make an attack action. The only other action the character may take is a single movement (or movement equivalent) action in addition to any free actions the Judge allows.

Counterattack: A Counterattack is a free attack action a defender may make on the attacker when the defender has more Combat Levels (CL) than the attacker. To make a counterattack, the defender must make a successful defensive maneuver against the first original attack. The defender may then make his counterattack at a -4 penalty. A counterattack cannot be counterattacked or retaliated on. Only 1 counterattack may be made per attacker and it must occur on the first attack that the attacker makes against the defender. Being attacked by multiple attackers is the only way to achieve multiple counterattacks in a round. Counterattack can be used on any attack that the user would be able to dodge. A character cannot counterattack when flat-footed.

Shockwave: An attack method used by individuals with heroic Strength, the character stomps on, bashes, or somehow strikes the ground they are standing on to cause a shockwave to disrupt opponents. To make a shockwave, the character must have a Strength rank of at least two ranks higher than the material rank he is standing on. Considered a melee attack, the attack requires a CR 8 roll. If the defender fails to avoid the attack by dodging or giving, they suffer material rank in damage, knockdown and are potentially clobbered. The target must make an Endurance ability check DC 15 or suffer the effects of clobbered for 1d6 rounds effective immediately. A shockwave travels in straight line distance away from the attacker a number of areas equal to one-fourth his throwing range, rounded down. A successful Shockwave is not capable of critical hits, is unretaliatable, and has a CR of 8.

Catch: A spectacular defensive maneuver requiring astounding Agility and skill, whereas the character not only dodges a ranged attack, but catches the projectile fired or thrown at him. As might be implied, energy weapons and other intangible attacks cannot be caught. Additionally, the character must be able to lift the item being thrown at him. If the



character does not meet this requirement and attempts the action, the character is automatically struck by the item with an effective dodge roll of zero. To successfully catch, the defender's total Dodge roll must be at least 4 higher than the attacker's total attack roll. No other defensive maneuver may be substituted for the required dodge roll. A failed catch attempt does not count toward an attack going critical. If the first roll (the Dodge roll) is successful, the character is not struck by the attack, and now has the opportunity as a free action, to catch the weapon with an Agility ability check. The check difficulty varies by velocity as detailed below.

- Catch missile/Rocket Propelled Grenade/Artillery Shell¹: Agility check DC Mn, 22.
- Catch arrow/bolt: Agility check DC Rm, 14.
- Catch bullet: Agility check DC Un, 27.
- Catch thrown weapon²: Agility check DC (Attacker Strength, Attack roll)

1: Some missiles/RPGs/artillery shells could potentially detonate even if dodged and caught if the weapon detonates via timer, proximity fuse, remote, or other various forms of detonation. Weapons of these type that detonate on impact only are considered successfully caught and will not detonate in the characters hands. Unless otherwise determined, weapons of these types have impact fuses, and weigh 25 lbs for RPGs, and 800 lbs for missiles and arty shells.

2: The formula for catching a thrown weapon accounts for a thrown weapon's variable velocity. As an example of the formula, if a character wanted to catch a dagger thrown by Callisto of the Morlocks, he would have to beat Callisto's attack roll by four. (Callisto's total attack roll arbitrarily is 23.) Once the weapon was dodged (requiring a 27), the hero would then make his free action attempt to catch the knife as an Agility check DC Gd, 23.

Multiple Actions: Multiple actions allow a hero or villain to perform more than 1 action in a round. Multiple actions are based on Combat Levels (CL). The higher a character's CL, the more actions he may potentially take. For every action beyond the one standard action that the character makes, however, a penalty is assessed to all actions in that round, making all actions more

difficult. Penalties become more severe as the character attempts more actions in a round, with each consecutive action having its own penalties. Finally, the base penalty incurred on a multiple action is carried through all actions until the character's next regular turn. For example, if Captain America's player elected to take 3 actions, any actions he takes after his attack rolls are all at a -3 penalty (to include Dodge and other defensive actions). Recall that an action is a move, a movement equivalent action, or an attack (to include the "66" maneuver). Table 3-13 defines the number of multiple actions and their associated penalties multiple actions have. Some actions require a full round action to complete. In this case, a character may not take multiple actions, although they may take any free actions the Judge might allow.

Table 3-13: Multiple Actions

# of Actions	Combat Level	Penalties
1	0-3	0
2	4-5	-2 / -2
3	6-9	-3 / -4 / -5
4	10-15	-4 / -5 / -6 / -7
5	16 +	-5 / -6 / -7 / -8 / -9

Other Combat Issues

Flanking: If you are attacking an opponent and an ally directly opposite you is also attacking the same opponent, you and your ally flank the opponent. You gain a +1 flanking bonus on your attack roll. The ally must be on the other side of the opponent so that the opponent is directly between you.

Props: Often bad guys use makeshift weapons that weren't really designed for combat. They do this for a few reasons: they like to break things, it looks cool, and it hurts heroes a lot. A melee weapon usually increases the damage of an attack one rank when the material Strength is greater than the hero's Strength rank. A lot of makeshift weapons material Strength would be far too low to use as an effective weapon, however. Enter Prop damage. Whenever a character pulls a power pole out of the ground to use as a Louisville Slugger, or uses some other landscape item as an item of carnage, the Judge should allow a bonus to Strength rank damage of between +5 and +30. This damage is compounded, and not treated separately.

Movement

Few characters in a fight are likely to stand still for long. While the X-Men are handling The Blob and Pyro, Spiral and Avalanche appear out of nowhere in hopes to catch the heroes unaware. The heroes respond, as Colossus rams Avalanche and moves in yet closer to the dangerous Spiral. Iron Man engages Titanium Man in aerial combat, while Quicksilver makes a mockery of the human land speed record. Movement is just as important as attack skill and defense in gaining the upper hand on the battlefield.

Movement and position are most easily handled by using miniature figures representing the characters and opponents. The standard scale equates 1 inch to 10 feet in the game world. However, any standard grid square can be used to represent 10 feet.

How far a character can move is based on the character's Speed. These speeds represent how far a character can move during one action. Obviously, multiple actions and Special abilities may allow a character to move far beyond his standard speed in one round.

A character that moves into an area adjacent to an opposing (unfriendly) character must stop immediately. The character may move at half their movement rate on their next movement action while in the threatened areas, and must stop again if they move into a threatened area by a different opposing character. Once the character is free of the threatened area, they may move normally. Characters with the Feat Mobility may move normally within threatened areas.

When terrain maps are used, illustrations on the map may have impact on your character's movement ability. Thick lines on the map is considered "Blocking Terrain," and a character usually cannot move through it. A square that does not have a black line, but does have a picture (furniture, for example) is considered "Hindering Terrain" which cause the character to immediately stop during that action. The character may then move half his movement (in other words, it would require a spending 4 areas of movement to move through 2 hindered areas). Characters with the Feat Mobility may move normally within hindering terrain.

Some characters can fly, or have some other similar means of transportation other than their trusty boots. These characters usually can clear terrain that block or hinders movement, but must spend a movement point to climb or descend. Each floor (10 feet) is considered an area of movement. If Iron Man flies 10 stories in a round, he has moved 10 areas up. Flying characters are not affected by opposing characters threatened areas, even if the opposing character is in flight and engaging in slugfest with the character.



Standard Movement

Endurance dictates how far a character without a discrete speed rating can move in one action. NPCs such as accountants, hostages, criminals, and New York's Finest will use Standard Movement to represent speed. A character with a speed rating is used in lieu of Standard Movement.

- A character with an Endurance of Feeble moves one area per action.
- A character with an Endurance of Poor moves two areas per action.
- A character with an Endurance between Typical and Excellent moves three areas per action.
- A character with an Endurance of Remarkable or greater moves four areas per action.

Speed on the Urban Battlefield

In the MARVEL SUPER HEROES Role-playing game, movement doesn't exactly reflect the real world. Cars and Jets move a lot faster than people do. Theoretically, so do individuals with the ability to fly such as Iron Man, Captain Marvel, Northstar, and Vindicator. While these individuals and vehicle may reach astonishing speeds, they rarely maintain such high speeds while investing a burglary, catching a pickpocket, or dropping by the Daily Bugle.

Characters with a mode of transportation other than just their feet have multiple speed listings for each type. As previously mentioned, this is the number of areas per action a character can move. These characters will have an



ability rank associated with their alternative means of transportation (usually flight) which may be used as a reference during long term travel or high speed pursuit and interception. Refer to Table 3-14 for a listing of the speeds by ability rank.

Table 3-14: Movement

Rank	Land/Water Areas/Action	MPH	Air/Space Areas/Action	MPH
Feeble	2	10	3	25
Poor	3	25	5	75
Typical	4	50	7	150
Good	5	75	10	300
Excellent	6	100	20	600 (Mach 1)
Remarkable	7	150	60	1,800 (Mach 3)
Incredible	10	300	120	4,000 (Hyper)
Amazing	20	600 (Mach 1)	*	Interplanetary
Monstrous	60	1,800 (Mach 3)	*	Light-Speed
Unearthly	120	4,000 (Hyper)	*	Teleportation

Elevators and Falling: Moving down in an elevator has the same rate as moving up. Elevators move at different speeds: old ones rattle along at 3 floors per round, normal modern elevators move at 6 floors per round, while the fastest and most modern ones (ultra-modern buildings, secret HQs and the like) move at 10 per round. Most modern elevators operate off runners at the corners, so the old trick of cutting the elevator cables only works in older buildings.

Falling: Objects, including characters, fall at a constant rate:

- First round: 3 floors per round
- Second round: 6 floors per round
- Third round: 10 floors per round
- Fourth round: 15 floors per round

Falling in itself doesn't hurt. It's the sudden stop when the character's body connects with the sidewalk that causes most of the bruises. Treat such a situation as a Ramming attack on an inanimate object, with the ground's material Strength acting as the body armor of the target (see Ram).

Table 3-15: Leap in Feet/Areas (or Floors)

Strength	Up	Across	Down
Fb	2'/0	2'/0	3'/0
Pr	4'/0	4'/0	6'/0
Ty	6'/0	6'/0	9'/0
Gd	10'/1	10'/1	15'/1
Ex	20'/2	20'/2	30'/3
Rm	30'/3	30'/3	45'/4
In	40'/4	40'/4	60'/6
Am	50'/5	50'/5	75'/7
Mn	75'/7	75'/7	105'/10
Un	100'/10	100'/10	150'/15

Leaping: Leaping is a specialized form of movement that is tied to Strength as opposed to Endurance. A character may jump as many feet as their Strength rank number without difficulty (and thus, without a Strength ability check). A character may attempt a Strength ability check to jump one Strength rank greater with a Strength ability check DC 16. Failure results in the character jumping his normal distance and requiring an Agility Ability check DC 10 or falling down. Leaps down are effectively a controlled fall, and represent the maximum distance a character can fall and take no damage, provided the hero lands on their feet and a Leap was made. This simulates the hero jumping from the top of a building as opposed to falling from it. Refer to Table 3-15 for a complete listing of Leaping distances.

Flee: Occasionally, a character may find themselves getting beat senseless. Be it a hero, villain, or bystander caught in the crossfire, any character may flee from combat providing they have a reasonable means of escape. Fleeing costs 5 Karma Points for Villains, 10 Karma Points for Heroes, and 8 Karma for those whose allegiance cannot be classified by the Judge. The player's decision to flee must be made at the beginning of their turn, at which time every opposing player may attempt one free action (attack) against the fleeing character at a -5 penalty. Assuming the fleeing character makes it through the onslaught of attacks, the character is immediately removed from the battlefield. Note that the fleeing character must have a reasonable means for escape and cannot be cornered. Additionally, the Judge may rule that fleeing is not possible without justification. This is usually done for cinematic purposes such as directing a chase scene.

Flanking: If you are attacking an opponent and an ally directly opposite you is also attacking the same opponent, you and your ally flank the opponent. You gain a +1 flanking bonus on your attack roll. The ally must be on the other side of the opponent so that the opponent is directly between you.

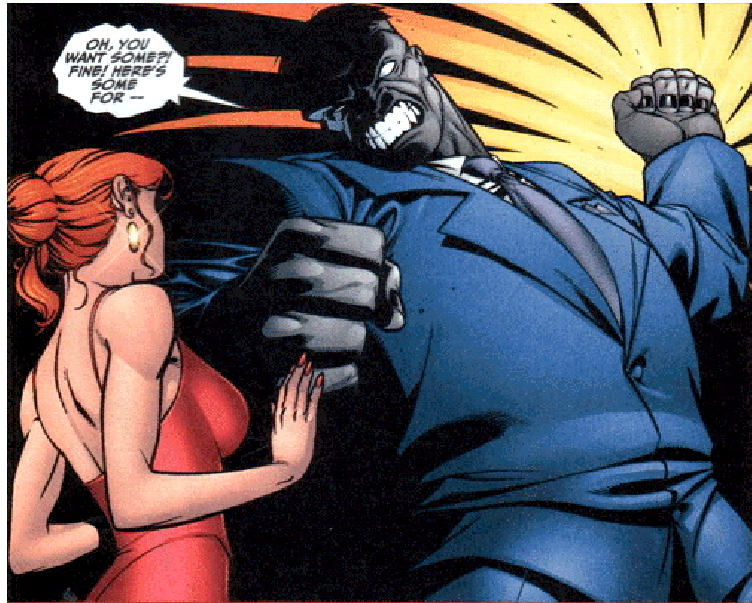
Prone: When prone, a character has a -2 penalty to defensive maneuvers, and melee attacks get a bonus (+2) to attack the prone character. Ranged attacks are -2 when attacking a prone character. It requires an action to stand.

Chapter Four: Life, Death & Health

When a guy gets punched, stabbed, choked, or otherwise injured, he loses points from his Vitality Points or Wound Points. Unless otherwise noted, damage is deducted from Vitality Points, assuming the hero or villain has Vitality Points to be taken. Vitality Points represent how much punishment a character can take before getting seriously hurt.

If your Vitality Points drop to 0, you're clobbered. In addition, you must make an Endurance check DC 10 or be stunned 2d6 rounds.

When the character's Vitality Point total is exhausted (0), further damage is then deducted from his Wound Point total. Wound Points represent how much life-threatening damage a character can take before falling unconscious and potentially dying.



When he doesn't have any Wound Points left, he goes to sleepy-bye land. You are unconscious and dying. You can't take any action until you regain 1 or more wound points. You immediately make an Endurance ability check DC 10 to see if you begin losing Endurance ranks. Even if you succeed your Endurance ability check, you must make another Endurance ability check every hour (DC 10 + 1 per hour of unconsciousness) until you stabilize or begin losing Endurance ranks; in other words, you are still unconscious and dying. Once the character fails his Endurance ability check, he loses Endurance ranks at a rate of one per round. If the character falls to Shift 0 Endurance, the hero or villain dies.

If a character exceeds his Endurance ability check by 10 or more, or if the roll is a natural 20, the character stabilizes. Note that it is possible to become unconscious without losing all of your Wound Points.

Stabilization and Recovery

An unconscious and dying character (one with 0 Wound Points) stabilizes naturally if his Endurance ability check succeeds the DC by ten or more, or the roll is a natural 20. Other methods of stabilizing an unconscious and dying character are described below:

- Successful medical treatment of the injury, usually DC 13.
- Special abilities, either originating from the wounded or from another.

A stabilized character doesn't need to make Endurance ability checks every hour to avoid losing Endurance ranks. However, a stabilized character that sustains more damage must resume making Endurance ability checks to keep from dying every hour as noted above.

A stabilized character still has 0 Wound Points, but regains Endurance ranks and Wound Points at a normal rate. Healing that raises a character's Wound Points above 0 allows the character to regain consciousness, though the character remains clobbered. A character that is clobbered from two different sources (such as recovery from unconsciousness and loss of Vitality Points) is exhausted. (Exhausted heroes move at half speed and suffer a -4 penalty to their Agility and Strength ability checks. Exhaustion is reduced to clobbered by 1 hour of rest.)

Healing

After taking damage, you can recover Vitality and Wound Points through natural healing (over the course of hours or days), by using medical services (the rate varies), or by other means such as Special abilities (sometimes instantly). In any case, you can't regain Vitality or Wound Points above your maximum total.



Natural Healing

You recover your Endurance rank number in Vitality Points per hour of rest, and an Endurance rank number of Wound Points per day of rest. You may engage in light, non-strenuous travel or activity, but any combat or hard work prevents you from healing that day. Character's in critical condition (those who have lost Endurance ranks) must succeed at an Endurance ability check DC 10 using their current Endurance rank (and adjusted Endurance rank bonus) once per week to regain one Endurance rank. A character that has lost Endurance ranks does not regain Vitality or Wound Points until their Endurance rank is at its original level. Any damage sustained during this week of healing forces the hero to make an Endurance ability check to keep from dying as if they had not stabilized.

Assisted Healing

Medical services can double the rate at which you heal naturally, which essentially doubles the wounded persons Endurance rank in terms of Vitality and Wound Points. Character's in critical condition (those who have lost Endurance ranks) must succeed at an Endurance ability check as stated in natural healing section above except that they receive a +5 circumstance bonus to the Endurance ability check roll when the medical services rendered were successful. This is usually a DC 13 check, not including any situational bonuses for medical facilities.

Special abilities

Special Abilities healing ability vary from source to source, with their specific parameters detailed in their description.

Asphyxiation: When a hero is forced to take a breath, and the hero does not have access to an air supply, the hero is in trouble. The first round, the hero's Vitality Points is reduced to 0. The second round, the hero's Wound Points is reduced to 0. On the third round, the hero begins losing Endurance ranks at a rate of one per round.

Effects

Blinded: A blinded character cannot see at all, and everything has full concealment. He has a 50% chance to miss anything in combat. All Strength and Agility based checks to include combat rolls are penalized by -4. This also applies to other checks that the Judge feels are appropriate such as Observation checks (which might otherwise be ruled impossible).

Clobbered: Clobbered characters move at half speed, and make all actions at -2 penalty. A character can become clobbered through Critical hits, the effect of powers, or when the characters Vitality Points drop below 0.

Cowering: The hero is frozen in fear and loses their Agility bonus and can take no combat actions or movement actions. Foes gain a +2 bonus to strike a cowering character.

Deafened: The hero cannot hear and suffers a -4 penalty to initiative checks. This also applies to other checks that the Judge feels are appropriate, while other checks might be considered impossible such as Listen.

Dying: The character is losing Endurance ranks at the rate of one per round, unless otherwise noted by the Judge. Upon reaching Shift 0, the character is dead.

Entangled: An entangled character suffers a -2 penalty to attack rolls and loses their Agility bonus to defensive actions. If the bonds are anchored to an immobile object, the character cannot move. Otherwise, he can move at half speed, but can't ram.

Exhausted: Exhausted heroes move at half speed and suffer a -4 penalty to their Agility and Strength ability checks.

Grappled: Grappled characters can't move or undertake any action other than escape.

Helpless: Paralyzed, bound, sleeping, or unconscious heroes are helpless. Any attack against them automatically hits and inflicts Critical damage.

Panicked: The character must flee at top speed. The hero cowers if he is unable to flee. Defends normally but cannot attack.

Paralyzed: Heroes who are paralyzed fall to the ground, unable to move. If they were flying, they fall or are otherwise out of control. They are helpless.

Prone: A character that is prone on the ground has a -2 penalty to defensive maneuvers, while melee opponents gain a +2 bonus to strike the prone opponent. Ranged attacks are -2 when attacking a prone character. It requires an action to stand.

Stable: The hero is no longer losing Endurance ranks, but is still unconscious.

Stunned: Stunned characters lose their Agility bonus, and can take no actions. A stunned character must immediately make a Psyche ability check DC 10 to remain standing. A character who was flying while stunned falls or is otherwise out of control.

Unconscious: The hero is unable to defend himself. He is helpless, sleeping like a baby.

Chapter Five: Adventuring

Difficulty Class, Revisited

As previously mentioned, MARVEL SUPER HEROES Role-playing game uses a Difficulty Class (DC) ability check to determine whether a task was successful. Some examples where abilities or Talents could be called on and what the DC might be are listed below.

DC: Moderately Difficult Task Example

Fe, 5: Stack 5 dominos (Agl), climb 1 flight of stairs (End), get along with family (Cha)

Pr, 8: Wire modern stereo (Intel), resist tele-marketer (Psy), make a friend (Cha)

Ex, 15: Lift the front of VW (Str), run 3 miles (End), negotiate for a hostage (Cha)

Rm, 16: Surf a tsunami (Agl), Find hidden stash (Intuit), develop warp drive (Intel)

In, 18: Pull 18-wheeler with teeth (Str), spin basketball on pinky in high winds (Agl)

Mn, 23: Never tire (End), develop time travel (Intel), hear a heart beat at 50 feet (Intuit)

Un, 35: crush coal into diamond (Str), vast knowledge (Intel), uncontrollable mind (Psy)

Table 5-1: Intensity Levels

Rank	Electricity	Fire	Radiation
Fb	9 volt battery	Single match	Cellular phone call
Pr		Torch	Ancient A-Bomb Site
Ty	"Tazer"	Campfire	
Gd		Burning room	
Ex	110 voltage	Burning house	Recent A-Bomb Site
Rm		Burning warehouse	Spent nuclear fuel
In	Lightning strike	Burning chemicals	Stable Plutonium
Am	12kV line	Inside blast furnace	Interior of reactor
Mn	138kV line	Interior of Volcano	Nuclear Device
Un		Center of planet	Solar Corona

Weight Intensities: The Strength ability, combined with the difficulty rank of an object's weight, determines how much the character can lift. As previously mentioned, some weights may be automatic or impossible for a character to lift. Refer to Table 5-2 to determine weight difficulty ranks.

Table 5-2: Weight DC

Rank	Weight
Fb	Up to 50 lbs
Pr	Up to 100 lbs
Ty	Up to 200 lbs
Gd	Up to 400 lbs
Ex	Up to 800 lbs
Rm	Up to 1 ton
In	Up to 10 tons
Am	Up to 50 tons
Mn	Up to 80 tons
Un	Up to 100 tons





Breaking Things: Most inanimate objects have a “damage-resistance” ability rank, which is also referred to as the material Strength of an object. To break through, rip up, or generally damage a material, a character or force must make an ability check against the material Strength. The listed values in Table 5-3 are for material between 2 inches and 12 inches thick. Less material or more material increases the Difficulty Class to break the material. Note that this is an indication of resistance against physical (force) damage, and not other types of damage, such as energy or fire. In these special cases, the Judge should determine the special effects of the damage.

Holding Your Breath: Generally, a hero’s Endurance rank number is the number of rounds a character may hold their breath. Afterwards, an Endurance ability check DC 10 is required each round, and every round subsequent to that with an increase to the DC by +1. Failure results in the hero taking a breath. Refer to the Life, Death, and Health section about the effects of asphyxiation.

Table 5-3: Material Strength Table

Rank	Materials
Fb	Cloth, paper, glass, brush
Pr	Normal plastic, crystal, wood
Ty	Rubber, soft metals (gold, brass, copper), adobe, ice, ceramics
Gd	Brick, asphalt, high Strength plastic, light industrial equipment, composites
Ex	Concrete, aluminum, beta cloth, kevlar, bullet-proof glass, tin, aluminum
Rm	Iron, reinforced concrete, machinery
In	Steel, solid stone, volcanic rock, Vibranium
Am	Osmium steel, granite, gemstones, carbide
Mn	Diamond, Super-heavy alloys
Un	Adamantium steel, mystical and enchanted objects

Resources and Buying Things

All items have a Resource Ability rank as a measurement of cost. The Resource ranks of most common items are listed in the Equipment section; the Judge assigns all other equipment ranks. To purchase an item, a character must make an opposed Resource Ability check vs. the Resource rank of the item being purchased. A Resource Ability check is figured in almost the same fashion as a normal Ability check. This is the equivalent of a credit check, or rattling the piggy bank, or checking the bank account to see how much cash is available. The Judge may determine that a Resource Ability check is not required (i.e. automatic and impossible ability checks – the Judge shouldn’t make the millionaire character fish around in the pocket of his Armani pants to scrape up pocket change for a two dollar parking fee).

A Resource Ability check may be made by a character once per week. If a Resource Ability check has been made by a character in the previous seven days, any Resource Ability checks following automatically fail ("Hello, Ms. Arbogast? Put that Borneo deal on hold until next week -- I just bought a new Cadillac Escalade.").

Optional Rule: Bank Loans Option
Characters may purchase equipment through a lending institution. The character then has to worry about making a Resource Ability check each month of two Resource Ability Rank Bonus numbers less for as many months as the Resource Ability Rank Bonus number of the item. Failure to pay results in the bank taking back the item in question, and may have a negative impact on the character’s credit (and Resource rank) rating. There are other institutions that lend money in addition to the traditional financial institutions; they employ seven-foot tall gentlemen named Guido to collect.

Karma

As a hero adventures in the Marvel Universe, he gains and loses Karma. Karma is the reward system of the game, and is a register of how well the character is doing compared to an “ideal” hero.

The player may also spend Karma in various manners. Karma can be spent to accomplish some feat, build a device, accomplish Power Stunts, and improve the character’s abilities.

Karma awards (or loses) are made at specific times during an adventure.

- Karma is awarded at the end of a battle or conflict
- Karma is awarded at the completion of a task
- Karma is awarded at the conclusion of the game adventure or gaming session

Karma may be gained or lost by an individual or as a group, and subsequently divided among the members. Karma is gained and lost through three general types of actions: Heroic Actions, Personal Action, and Gaming Actions.

Optional Rule: Table 5-4 may be used as a basis for Judges to reward (or deduct) Karma. Generally speaking, the Judge is free to determine how to reward the players, but should establish these free-form guidelines fairly and consistently during play. This is a departure from the MARVEL SUPER HEROES Advanced and original set that used strict guidelines regarding Karma.



Heroic Actions constitute the actions taken by the hero: catching criminals, rescuing innocents, battling the forces of evil, and general acts of good. Similarly, Karma is lost for unheroic actions. Some heroic actions include:

- Stopping or Preventing a Crime (catching a thief red-handed)
- Arresting Criminals (handing that thief over to authorities)
- Rescues (getting a baby out of a burning building)
- Defeating a Powerful Villain (knocking Electro out cold)

Personal Actions are actions that garner Karma but are not considered heroic in the traditional sense of the word. Most heroes actually have a life outside of the caped-clad alter-ego, and these lives have responsibility. This source of responsibility can be a great boon, burden, or more often both. Friends, allies, and relationships are a source of additional Karma for the hero, known as personal Karma. Earning personal Karma consists of making commitments and following through on those commitments. A hero who exists in a vacuum, without friends, is cutting himself out of an interesting way of earning Karma. Some personal actions include:

- Personal Commitments (making a date or getting in on your poker game)
- Weekly Award (living an everyday life)
- Charities (donation, personal appearance, of act of charity)

Gaming actions are those actions that are gained through good role-play. There is no negative Karma loses in this category. Some examples of gaming actions include:

- Role-play Award (play the hero as the hero would act in a comic book)
- Humor Award (having fun and cracking jokes, in or out of character)

Table 5-4: Karma Summary Listing					
Violent Crime – S/P	3	Other Crime – S/P	2	Permit Robbery	-1
Violent Crime – Arrest	2	Other Crime – Arrest	1	Permit Misdemeanors	-1
Destructive Crime – S/P	2	Rescue	2	Permit National Offense	-1
Destructive Crime – Arrest	1	Multiple Rescues (2-9)	4	Permit Other Crime	-1
Theft – S/P	1	Multiple Rescues (10+)	10	Property Destruction	-*
Theft – Arrest	1	Defeat Tough Foe	*	Death	-*
Robbery – S/P	2	Commit Violent Crime	-6	Noble Death	-5
Robbery – Arrest	1	Commit Destructive Crime	-4	Mysterious Death	-5
Misdemeanors – S/P	1	Commit Theft	-2	Self-Destruction	-5
Misdemeanors – Arrest	1	Commit Robbery	-4	Making Commitment	1
National Offense – S/P	2	Commit Misdemeanors	-1	Failing Commitment	-1
National Offense – Arrest	1	Commit National Offense	-4	Weekly Award	1
Local Conspiracy – S/P	3	Commit Other Crime	-1	Public Appearance	1
Local Conspiracy – Arrest	2	Public Defeat	-4	Act of Charity	2
National Conspiracy – S/P	4	Private Defeat	-2	Donation	1
National Conspiracy – Arrest	2	Permit Violent Crime	-2	Role-Play	1
Global Conspiracy – S/P	5	Permit Destructive Crime	-1	Humor	1
Global Conspiracy – Arrest	3	Permit Theft	-1		

Karma Listing Explanations

S/P – Stopping or preventing crime: The hero receives an amount for preventing a criminal action from occurring, or stopping it while in the process of occurring.

- Violent crimes are crimes involving damage to people, and include murder, assault, and kidnapping. Attacking a super-powered hero is not in itself a violent crime, for Karma purposes, but attacking a hero in his secret ID is.
- Destructive crimes are violent crimes directed against property as opposed to people. Arson, bombings, riots, vandalism, attacks on super-powered heroes, and rampages fall under this category.
- Theft is removal of property without threat or injury. Shoplifting, pickpocketing, break-ins, and embezzling are theft.
- Robbery is theft with violence or implied violence. Mugging, bank robbery, and store stick-ups are robbery. Whereas theft is usually done without the target's knowledge, robbery involves a face-to-face confrontation.
- Misdemeanors include all minor crimes, including gambling, carrying concealed weapons, possession of drugs, and driving offenses.
- National offenses are those crimes that threaten the security of the nation, and include treason, hijacking, acts of terrorism, and drug and weapon smuggling.
- A local conspiracy is a plot or plan to break the law, affecting one company, city, or region. Meeting to plan a robbery is a local conspiracy.
- A national conspiracy is a plot or plan to break the law on a national level, usually concerning taking over that country.

- A global conspiracy is directed against the entire world, and usually is only used by those individuals and groups who dream of world power and alien races intent on conquering the world.
- Other crimes are those crimes that do not fit into any set category, and include selling drugs, forgery, counterfeiting, and fraud.

Arresting criminals: Often there are cases when a hero is not on the scene when a crime occurs (best example is Spider-Man not being around when his Uncle Ben was shot by the burglar). If the hero brings those responsible for a crime to justice, this is known as Arresting the Criminal. In most cases, a hero does not have official sanction from the governments to make arrests. The best the hero can do is bring the perpetrator to justice, along with enough evidence to make a case against the creep. If the villain is released as a result of a court decision, the hero still gets the award for the arrest. The classes of crimes are as listed above.

Rescues: Saving another life or multiple lives garners Karma gain. It doesn't matter if the person is Aunt May falling off the Brooklyn Bridge or Doctor Doom falling into the core of his cyclotron. To most heroic characters all life has value, even that of evil characters.

Defeat Tough Foe: In addition to all other awards, the hero receives Karma for battling and defeating opponents. Such an opponent is usually a criminal or villain. This award may be made only if the opponent has an exceptional ability, as defined by the Judge, usually of Remarkable rank or higher (small fry do not count). The award is equal to the highest rank number bonus of the opponent.

Losses for Heroic (or Unheroic) Acts: Heroes may also lose Karma as a result of their actions. Such losses are always individual in nature, and Karma may not drop below 0. These unheroic actions are summarized on the Karma Table as well, and are detailed below.

Committing crimes: A player character loses twice the listed Karma points for any crime he commits, even if the hero has good reason or there are extenuating circumstances concerning the crime. A hero is sometimes charged with a crime she did not commit. This has no effect on her Karma (as the hero knows she is innocent). This only applies to crimes the hero commits, even if she was under the control of outside forces.

Example: Puppet Master controls a hero's mind, forcing him to rob Fort Knox. While the hero breaks Puppet Master's hold, returns the money, and convinces the authorities that he is a good guy, the fact remains that he robbed Fort Knox, and he loses 2 Karma points as a result. Note: Holding on to the devices of super-powered villains without the permission of the arresting body is considered to be theft. (Bad guys got rights, too.) Characters may occasionally be allowed to succeed a Charisma ability check to see if the hero may keep the devices after the trial.

Permit crime to occur: There are times when a hero may choose not to interfere with a situation, or be unable to interfere with a criminal activity. This is generally not looked upon favorably in heroic circles, and a Karma loss equal to that of arresting the criminal is ascribed to the hero.

Defeats: When the bad guys beat up a hero, he seems ineffective in his job, and this reflects on his Karma. If the defeat occurs in a private area (no other witnesses), the hero loses 2 Karma points. If the defeat occurs with more than three witnesses (in a park, an office, or on national TV), the loss is 4 Karma points.

Property destruction: When titans clash, the insurance rates go through the roof. Super-powered characters getting down to business can level whole city blocks. Villains generally don't care, but heroes like to avoid excess destruction. For every large piece of public or private property that takes damage (broken walls, windows, fallen roofs, damaged pavements, wrecked cars and sewage lines), each hero involved loses 1 point.



Death: Almost all heroes have a code against killing, and this is reflected by the fact that if a hero kills an opponent, or through his actions allows a person to die, all Karma for the character is reduced to 0. Karma that has been spent for advancement previous to the death is unaffected, but with the death, all current Karma is reduced to 0. New Karma may be earned from this point, but the current Karma is lost, even if the character slain is later returned to life. Accidental deaths and deaths resulting from the hero not being in control of his actions do not mitigate this effect.

Noble deaths, mysterious deaths, and self-destruction: These are borderline cases where the circumstances of death are fuzzy to say the least. A noble death is one where the character chooses to sacrifice herself for others (Marvel Girl taking the controls of a crashing space shuttle in order to save Scott Summers and his teammates). A mysterious death is one where no body is found, and is a favorite for villains who appear to be about to die. Self-destruction involves those cases where the death would result no matter what the hero does. For these cases, a set 5 point penalty per hero is ascribed.

Example of noble death: The Space Shuttle, carrying the X-Men, is plunging to its fiery doom. Marvel Girl volunteers to try to pilot it down, though the cosmic radiation will fry her. She knocks out a protesting Cyclops, and sacrifices her life to save her friends. Her friends lose 5 Karma points only, as this was a noble death. They do not regain that amount when it turns out she really survived the crash.



Example of mysterious death: The heroes trap the dangerous Apocalypse in a burning warehouse as the madman rants about his new genetic hierarchy. Suddenly the floor gives way, plunging him into the inferno before the heroes can react. No one could survive the heat, and no body is found in the ashes. The heroes take a 5 point penalty each, though Apocalypse may have survived the fire.

Example of self-destruction: Iron Man defeats Obadiah Stane, who is wearing the Iron Monger armor. As a final act, Iron Monger turns his repulsors on himself as opposed to admitting defeat to Iron Man. Iron Man's Karma total is reduced by 5 points.

Personal Karma Awards: In addition to heroic actions in their caped crusader alter egos, most player characters have a home life of some form, as well as non super-powered friends and allies. These friends, allies, and relationships are the source of additional Karma for the hero, known as personal Karma. Personal Karma is awarded to the individual hero. Earning personal Karma consists of making commitments and following through on those commitments.

Personal commitments: The character, either as hero or secret ID, can make a commitment to meet someone at a certain time and place. This may be a personal appearance, making a date with a girlfriend, going shopping with a relative, or making a poker game. For each instance of a hero making commitments and seeing them through, the hero receives 1 Karma point.

Weekly award: In addition to specific commitments, heroes in their everyday lives receive Karma points for making the normal daily commitments. These will vary according to the heroes. Those with employment must live up to the terms of that employment (like showing up for the job, as a long absence fighting in the Skrull Galaxy may result in a loss of Karma and a change in Resource status). Heroes with families should be expected to spend some time with those families. Heroes with wives or husbands are similarly expected to spend some time together to receive this reward, in domestic situations as opposed to everyday situations. A character who, to the Judge's satisfaction, has completed his normal tasks as employee/employer/husband/wife/parent may receive this award of up to a Karma point.

Karma loss for breaking commitments: One way of gaining personal Karma is to make and show up for commitments. Failure to show up for these commitments results in a Karma loss, as does leaving these commitments early (sorry, you can't just touch base and take off). Failure to show up for a commitment, and leaving early, will result in a loss of 1 Karma point.

Charities: One easy way of earning personal Karma is through charity work. There are three types of charity that a hero can be involved with: public appearance, act of charity, and donation.

Public appearance involves the hero showing up for a function the proceeds of which will be donated to a worthy cause. The hero who makes a charity appearance will receive 1 Karma point. No more than one charity appearance per week per hero or group can be counted in this fashion.

Act of charity: A hero may also use his Powers to benefit the common good, or a worthy cause, in a non-combat or non-emergency situation. Heroes should be rewarded according to the situation and the type of difficulty check needed to complete the task.



Donation: In order to make a donation, the player must state what is being donated and make the appropriate Resource check, if necessary. Note that this does not necessarily require a donation of money. Example: Box hauls a Canadian destroyer off the shoals of Newfoundland. This is an act of charity, so he receives 2 points for performing it successfully.

Gaming Awards: A player may gain Karma for his character through good role-play and running his character in an interesting and intelligent way. There are no negative gaming awards. Three examples of gaming awards are:

Role-Play Award: At the end of an adventure or gaming session, the Judge may award personal Karma to players who have shown a good knowledge of the character's personality. For characters from the Marvel Universe, this means the role-playing is in line with how the character is presented (Hercules is loud and boisterous; Wolverine, while not continually going into murderous rages, is short-tempered and threatening). For characters created by the players, these awards are given in light of the player's stated motives and previous actions. (Captain Outrageous, "the hero who fears no evil," running from a fight with Terminus may be making an intelligent decision, but still is not acting in character.) The Judge may award 1 point in this fashion.

Humor Award: Let's face it: one of the key reasons for role-playing is the gathering together of diverse people with the intent of swapping bad jokes. Laughing in the face of danger is a trademark of some heroes, but even Wolverine and Captain America get in a wry chuckle from time to time. The Judge should award 1 points to any player who can come up with a joke, pun, or humorous situation so dastardly that play must cease while everyone takes a deep breath and tries to recover a sense of direction.

Karma Pools

A Karma Pool is formed by a group of heroes as a common source of karma. Each hero may donate as much of their own Karma as they wish. Any member of the group may then use the Karma in that pool to manipulate die rolls and build things, though Karma in a Karma pool may not be used for advancement (sorry, no "let's chip in and give Terran Man another rank of body armor").

Two or more consenting characters may contribute up to their present Karma levels to form a Karma pool. Others may join in, adding Karma as they join. A character may leave the pool, taking with them an even share equal to that of any other member with him, regardless of what the character had contributed along the way.

Temporary Karma pools are started at the beginning of an adventure and disbanded at the end of the adventure (either the end of the mission or the end of the gaming session). For randomly gathered heroes, such as a Marvel Two-in-One, this is normal.

Permanent Karma pools are created by heroes for use over a long period of time (several gaming sessions). This is the basis of the super-powered groups, such as the Avengers, Defenders, or X-Men. Such pools are kept track of by one player, and all members of the pool may draw from that pool, even if other members are not present. Players may set their own restrictions as to how much people may take out of the pool, who may join, and other by-laws, according to the situation.

Optional Rule: Locking Karma Pools –
As an optional by-law by the players of a Karma pool, they may "Lock" the pool. That is, members may not withdraw Karma when they leave a pool. It may only be used by the individual to modify die rolls and build things. Such a locking Karma pool may only be dissolved by a unanimous vote of those who belong to the pool.

Adding to the Karma pool: Any group awards may be added directly to the Karma pool, or split into equal shares for those who belong to the pool. Individual awards are made to the player's character directly. They may contribute to the pool of their own volition ("ah, guys, the Pool is a little, low, shall we all chip in some Karma?").

Karma pool losses: Individual losses are taken from the individual first, then the Karma pool the hero belongs to. For example, if Wolverine is publicly defeated for -4 Karma points, but he only has 3 Karma points on him, he loses his 3, and the remaining point is deducted from the X-Men Karma pool he belongs to. A group loss (everyone defeated) may be taken out of the Karma pool as one character, spreading the blame around a little and reducing the individual damage. If a member of a Karma pool character kills character, or through his actions cause the death of another, both his individual Karma and that of the Karma pool to which he belongs to is reduced to 0. (This is why the X-Men kept such a close eye on Wolverine all these years.) Noble deaths, mysterious deaths, and self-destruction are handled as for individual characters.

Dissolving and leaving a Karma pool: A character may belong to only one Karma pool at a time, and to join another must leave the one he previously belonged to. At that time the hero takes his equal share of the remaining Karma in the



original Karma pool. If all the characters decide to leave the Karma pool and take their equal share, the Karma pool is dissolved. The Karma returns in equal shares to each member of the pool, who may use it as he sees fit (including advancement).

Spending Karma

Karma may be spent from its reserve for a number of purposes: manipulating die rolls, changing results, building things, performing power stunts, and advancement. Karma spent in any of these fashions is lost and may not be recovered. A player may not spend more Karma than they have. Karma does not drop, through spending or loss resulting from actions, below 0.

Spending Karma to manipulate die rolls: Whenever a character attempts an attack roll, or some form of check where the d20 is applied, the player may declare to spend Karma before he rolls the dice to provide for a better chance of success. In some situations, the player must also decide the amount of Karma he wishes to add to the die roll before the roll is made (such as an attack roll). In other cases, and in normal circumstances, he only needs to declare that he is spending Karma, and may decide the amount he will spend after the die roll is made (such as a dodge roll). A player can usually only spend up to 5 Karma points per roll.

Some ability checks may not be modified by the expenditure of Karma. These circumstances are determined solely by the Judge. Some cases where a Judge may prohibit the expenditure of Karma may include Resource and Popularity checks, and any circumstance where raw fate should be determined an outcome.

Modifying results in combat: As previously stated, Karma may manipulate die rolls in combat. When attacking, up to 5 Karma may be spent to hit. The amount of Karma an attacker wishes to spend must be made prior to rolling the die. On the other hand, a defender has the advantage of deciding how much Karma they want to spend until after the defensive maneuver die roll is made. The minimum amount of Karma that must be spent when the announcement to spend Karma is made is 1.

Power Stunts: A power stunt occurs when a hero uses their power in a new and unique way (at least to the hero in question). When a hero wishes to attempt a stunt, he describes the stunt to the Judge. The Judge then rules if the stunt is possible, given the character's relative level of ability, and if so, what the difficulty would be to succeed at it. The player then spends 10 Karma points to try the stunt. Any additional Karma to manipulate the die roll may be spent now, according to standard Karma expenditure rules.

For example, a character with the Lightning Speed Power suddenly decides to run in a circle very fast, creating a whirlwind. Or a character with Leaping Power decides to use his powerful leg muscles to disrupt the ground, knocking over an opponent. Certain Powers, such as weather elemental controls, almost entirely consist of these stunts.

The players will, without a doubt, come up with an innumerable amount of stunts for their Powers. The basic question to be asked is: Has this hero done this sort of thing before?

If you are playing an established Marvel Super Hero, any stunts listed under their power listings are considered one of their established stunts, and it assumed they have performed this stunt over ten times. Any other stunts to be performed must be performed as though they had never tried it before. In the case where a player can cite that a hero or villain had performed a stunt not listed under their power, the Judge may be lenient and reduce the stunt difficulty check. If you are playing a hero of your own creation, or a hero that you have never seen perform this stunt, this means you have never performed it before. In either case, the Judge may say "no" to a stunt, if he feels it unbalances the character, or that the stunt is impossible based on the characters relative power level or inexperience (humans usually crawl before they walk).

The difficulty of the power ability check needed for a character to make a Power Stunt is determined by the number of times that they have tried it.

- Never tried it - DC 20
- Tried it up to three times - DC 15
- Tried it more than three times - DC 10
- Tried it ten times or more - Regular power ability check

In addition, a character making a Power Stunt must lay out 10 Karma points to make the roll (in addition to any other Karma he may spend -- see Karma). Spending the Karma does not guarantee success; it only ensures that yes, the character can try the stunt (think of this as power stunt luxury tax!). If the stunt is ruled impossible by the Judge, no Karma is spent.



If a character has tried a stunt more than ten times, it is considered to be part of his or her bag of tricks for that Power. In this case, stunt checks are not necessary (nor is the expenditure of 10 Karma), although a normal power ability check may be required to perform the power.

Failing the difficulty check for a stunt means the Power Stunt has failed. The manner of failure will depend entirely on the situation. For the wall-crawler trying to grapple, the Power may fail to operate. For the speedster running in circles, the whirlwind may be uncontrollable. For Nightcrawler trying a triple 'port, he may get only one guy. While failing a stunt isn't directly life threatening, the situation in which the failure occurred may have detrimental effects.

Building Things: Karma is spent in the process of building things (see Building Things in the Equipment Section). Karma may also be used to determine the success of an experiment or invention. In this case, the player making the roll must determine how much Karma is being spent before rolling the dice (as opposed to the mere declaration of how much is to be spent). If the player does not declare the amount for this success roll, then 2 points are assumed to be spent.

Advancement: Characters may put Karma aside for advancement. This Karma is put into a separate fund and is considered untouchable by the player for normal use (and is similarly unaffected by negative Karma modifiers). Any Karma put aside is placed there with a specific purpose, and may only be spent for that purpose. Karma is placed in Advancement funds usually at the end of adventures or gaming sessions, but never in the middle of combat or during an adventure (in other words, "quiet time" as opposed to the heat of the chase). Advancement is described in full in the next section.

As characters develop in the MARVEL SUPER HEROES Role-playing game, they may increase their Primary, Secondary, and Special abilities. This is known as advancement. In order to advance, individual players must create a separate listing or fund of Karma. Karma placed in that column will be used for Advancement. These types of advancement are Primary Ability Advancement, Secondary Ability Advancement, Power Advancement, Power Addition, Talent Addition, Feat & Special Qualities Addition, or Contact Addition.

- Primary Ability Advancement is the increase of any of the primary abilities.
- Secondary Ability Advancement is the increase of any of the secondary abilities.
- Power Advancement is the increase in superhuman abilities the character already possesses, and reflects a fine honing of those abilities.
- Power Addition is the gaining of new Powers, either through experimentation, latent abilities coming to the fore, or further modification of the character.
- Talent Addition is the gaining of a new Talent from those listed on the Talent Table, or the development of a new Talent.
- Feat & Special Qualities Addition is the gaining of a new Feat & Special Quality from those listed on the Feat & Special Qualities Table, or the development of a new Capability.
- Contact Addition is the gaining of additional Contacts, and reflects a previously unrevealed or newly gained Contact. As campaign play itself often creates new Contacts, this advancement pool is not often used.

Karma put aside in an Advancement fund must be put there for one of the purposes above.

Rationales: Characters usually can raise any ability to Excellent without having to explain himself. Raising abilities beyond Excellent may take some explaining by the player. What the Judge is looking for is a reason why the character is getting stronger, brighter, quicker, etc. Example: She-Hulk, when she first appeared, could lift about 50 tons putting her in the Amazing Strength rank category. A couple years later, she's working out on the Thing's weight machines, pressing 75 tons, putting her in the Monstrous category. The Rationale for her increase is merely that she has been working out. Should her Strength continue to increase to Unearthly, this change may be due to further mutations from the gamma rays or eating her Wheeties. The above theory of rationale applies to all types of advancements. The Judge will ask for player's input when they gain or improve any abilities.

Primary Ability Advancement: Raising a Primary ability by one rank bonus costs 10 times the next bonus number. If a character is advancing into the next rank level by purchasing the lowest rank bonus of the ability, he must pay the Cresting fee of 50 Karma in addition to the standard advancement cost. Raising an ability to the next highest rank (from Excellent +2 to Remarkable +3, for example) is an example of Cresting. Example: Potato Salad Man has been putting Karma aside for advancement. He has an Intelligence of Good +1. It will cost him 20 Karma points to advance to Excellent +2. It will cost him 50 more Karma for Cresting to reach the next rank for a grand total of 70 Karma.

Secondary Ability Advancement



Some Secondary abilities cannot be improved by Advancement. These abilities include Karma and Popularity. Both of these abilities are dynamic and continually change from encounter to encounter, and session to session. They are only and always changed by game play.

Vitality/Wound Points and Speed are other Secondary abilities that cannot be directly affected by the expenditure of Karma. However, some Special Qualities may be purchased that have a direct impact on these Secondary Abilities.

Combat Level Advancement: A character's fighting ability may be improved with the expenditure of Karma. The cost to do so is 20 times the next Combat Level plus 50 additional Karma points. For example, increasing from CL 3 to CL 4 would cost 80 plus 50 Karma, or 130 Karma total.

Resource Advancement results in the increase in a character's Resource rank. The cost is the next rank's number, plus 50 points for Cresting. Example: Advancing ones Resource Rank from Remarkable to Incredible would cost 40 Karma plus 50 Karma for a total of 90 Karma.

Power Advancement: Abilities under the character's Powers may be increased through expenditure of Karma. The cost is 20 times the next rank's number bonus. The cost for cresting is 50 additional Karma. Example: Frigid-Air Man has Cold Resistance of Amazing +8. It costs him 9 times 20, or 180 Karma points to raise it to Amazing +9, and an additional 200 plus 50 Karma to increase further to Monstrous +10 resistance. Note that this method requires spending large amounts of Karma to advance at high levels. This is intentional, as a world filled with Thors may be a bit tedious.

Power Addition: Heroes may increase their number of available Powers by spending Karma. The cost of an additional Power is 300 plus 40 times the starting rank number bonus. Exception: Robotic characters may be modified at a cost of 300 plus 10 times the starting rank number bonus, provided that someone is capable of modifying their form. A third party must have sufficient Intelligence and Resources to include a Power of that rank. H.U.B.E.R.T. may be modified by most garage mechanics, but would have a great deal of difficulty with the synthezoid known as the Vision.

Talent Addition: Heroes may add to the Talents they have by spending Karma and seeking training. If your character wants to learn Martial Arts D, she must find someone to teach her. Characters may learn from other player characters (whom have the skill of course) at a cost of 200 points, or from NPCs at a cost of 100 points per Talent (This is to get them out the house.). Advanced Talents are gained at 1.5 times the standard advancement cost.

Special Qualities Addition: Heroes may add to the Special Qualities they have by spending Karma. If your character wants to gain the Sharp-Eyed Special Quality, she spends 200 Karma points. Advanced Special Qualities are gained at 1.5 times the standard advancement cost.

Contact Addition: Heroes may add to the Contacts they have by spending Karma and seeking out the Contacts. Such Contacts should fall into two categories: contacts the hero has met or dealt with, and contacts that existed in the time previous to the start of play. (Thor, for example, had several adventures before his connections with Asgard were revealed -- in game terms, the player of Thor saved up his Karma and picked up the Contact.) If the Contact is one the character has encountered, that Contact should be Friendly or Neutral (not Unfriendly or Hostile). Contacts cost is 25 points plus the Resource rank number of the Contact.

Popularity

Popularity, like Karma, is a variable ability, and may increase or decrease according to the situation. Popularity is a measure of the hero's reputation and public image, whereas Karma is the hero's success in the cosmic scheme of things.

As a hero performs actions for the public good, and those actions are reported or witnessed by the public at large, the hero's Popularity increases. If the hero is accused of evil acts, or failing to protect the populace, his Popularity may decrease. Popularity may be an inverse value, unlike Karma. Popularity is usually used as a percentage, although the Judge may vary this based on situation.

In general, Popularity depends on what your hero does in public, and how the press reacts to him. Popularity is awarded on a sporadic basis, as it takes time for both information to move through the media, and for public opinion to form.

Potential Popularity Awards and Penalties

Defeat normal criminals	+0
Defeat costumed super-villains	+2
Defeated in public	-5



Accused of a crime	-1/2 total
Cleared of charges	+1/2 lost
Found guilty of a charge or charges	- remaining
Media attack	-5
Charity work	+1
Rescues	+2

All of these are for public acts. Defeating Doctor Doom and preventing him from blowing up the world is good Karma, but unless someone reports it to the world, it won't result in any additional popularity. Certain actions could in fact be withheld from the public as they would have disastrous effect on the general populace (think Men In Black).

Defeat normal criminals: Normal villains are defined as goons, thugs, and henchman. Heroes are assumed to be above the normal range of human capabilities, so defeating normal villains grants no additional Popularity, unless the event is significant.

Defeat costumed super-villains: Battling and defeating another costumed character, particularly one with a negative Popularity, is considered good for the image.

Defeated in public: When you're a winner, everyone loves you; when you lose, you're a bum.

Accused of a crime: The reporting of an accusation of criminal behavior by an organized and respected agency of government (including the FBI and police force, but not including other national governments or newspapers) will result in the loss of half the hero's Popularity. It's not fair, but life is cruel that way.

Cleared of charges: If the charge is cleared (hero is found not guilty), the hero then gains back _ the Popularity points that were lost. It's little consolation, but it's better than nothing.

Found guilty of a charge or charges: If the charge is not discharged (hero is found guilty regardless of truth), the hero then loses his remaining Popularity, reducing the total to 0.

Media attack: A media attack is an event that players have little control over, and is a Judge-generated event. In a media attack, a publishing entity with an axe to grind (newspaper, magazine or TV station) makes the hero look foolish, dangerous, or ineffective. Capturing a costumed crook in such a way that results in a media attack yields +2 -5 = -3 total Popularity.

Charity work: A publicly reported act of charity may add one Popularity point.

Rescues: Daring rescues add to a hero's Popularity. They may be caught on camera, or witnessed by many or a few. Word of mouth is powerful.

Self Promotion: Endeavors of the hero to promote their own image are known as Public Relations campaign, and are reflected by the coupling of good deeds and the spending of Karma in the advancement section. Acts of charity tied to self-promotion and Popularity advancement have no effect on Popularity other than to fulfill the requirement for advancement.

Penalties based on Origin: The world isn't a perfect place, and there are people in the world that, unfortunately, is already predisposed to disliking or even hating someone without a fair shake. The common term for it is prejudice. In the Marvel Universe, prejudice extends beyond normal everyday differences such as race and religion. In game terms, it means that characters with origins of Mutant, Robot, and some Aliens (based solely on what they look like) gain Popularity at a slower pace. Usually this equates to half the rate a normal hero would earn Popularity. Note that they do NOT lose Popularity at half rate.

Popularity and Secret IDs: A character normally begins play with a single Popularity score – this reflects his popularity as a hero and sometimes as a person. If the character has a secret ID, they keep a separate account of their gained popularity to reflect the difference between the two. Any Popularity award or penalty is ascribed to the persona that performed it. If the heroic ID rescued a child from a burning building, the heroic ID would benefit from the raise in Popularity, while the non-heroic ID would not. Similarly, if the secret ID was accused of a crime, only the secret IDs popularity would suffer. If the secret ID ever becomes public, the new value is the lower of the two values.

Heroes with negative Popularity: A hero who has been arrested, defeated, and/or subject to a smear campaign may find himself in the negative Popularity category. In this case, some of the hero's contacts may react one Contact Degree less than what they originally were.



Contacts

When a contact is called on, the character usually has to perform some duty or favor down the road, depending on the relationship. Some contacts may not be willing to do you a favor if they are not pressured or it is not in their interest, whilst others might be willing to take a bullet for you. A Contact Degree loosely defines the Strength of the relationship, and lets them know whom they can call when the situation is dire, and who will actually respond.

Contact Degrees vary just like they do in real life. Unlike other abilities, Contact Degrees are purchased through active contact slots during character generation, or during game play. The Contact Levels are as Follows:

Shady/Untrustworthy: Contacts at this level are indifferent to the hero. The contact will do little to assist the hero unless pressured by others or bribed with a favor or service. The contact will not provide resources to the hero outside of information, and will not place themselves in danger on the hero's behalf. The contact is not above betraying the hero.

Low: Contacts at this level are almost total strangers. The contact will not perform serious actions for the hero, nor will the contact assist the hero if asked to do something that goes against the nature of the contact. The contact will be hard-pressed to provide resources or equipment to the hero, and will require some sort of payment/debt/favor from the hero in question.

Shaky: The Contact at this level will assist the hero under pressure, and might be willing to assist the hero in dangerous situations or with something that goes against the nature of the contact, depending on the situation, and how the contact is approached. The contact will provide resources and equipment on a case by case basis, and will require repayment for services and equipment borrowed either via resources or a favor.

Average: The Contact likes the hero, and considers him a friend. The contact will assist the hero in dangerous situations or with something that goes against the nature of the contact. The contact will provide resources and equipment at resource rank, and will provide those resources without expecting repayment. The hero must maintain the contact as a friend, and the contact may ask a hero for serious help or a serious favor as necessary. The contact will occasionally risk himself/herself to assist the hero.

Beneficial: The contact considers the hero part of the extended family, or someone to rely on. Organizations will reveal secrets, lend equipment, or assist the hero on a moment's notice. The contact will place themselves in dangerous situations willingly, at the request of the hero. The hero must work to maintain the contact, and must be ready at a moment's notice to assist his contact if the need arises. The contact will expect the hero to assist them in dire situations, and will come to expect it.

High: The contact considers the hero as a genuine friend/family member. The contact will willingly sacrifice themselves for the hero, will provide any resource or equipment without question, and will back the hero 100% on all things, without thought of gain. The hero must work to maintain the contact, and must be ready at a moment's notice to assist his contact if the need arises. The contact will expect the hero to assist them in dire situations, and will come to expect it.

When a hero is generated, and the contacts are rolled, the hero begins with a set number of standard contacts at the Average degree. To raise a contact level, a hero must trade in an active Contact slot. The Contact Degree chart shows the value for contacts:

Shady/Untrustworthy	Not Available at start
Low:	Three Low = 1 Average
Shaky:	Two Shaky = 1 Average
Average:	One Average = 1 Average
Beneficial:	Three Average = 1 Beneficial
High:	Six Average = 1 High

Contact Degrees can raise and lower depending on the actions of the heroes towards their contacts, and they must be maintained through game play. Like any relationship, the contact needs to be dealt with on occasion in game play when not needed. Contacts can also be earned through game play, or through GM assignment during the resolution aspect of the game.

Chapter Six: Equipment

Weapons

Most conventional heroes have “natural” powers or weapons that exist as a part of their outfit. However, as most of the hero’s opponents are often armed with devices such as those to follow in this section, a more-than-passing knowledge of the common types of weapons and what they can do will aid the hero’s survival.

Tables 6-1 through 6-3 list all of the more common, readily available weapons and related material used by criminals, subversive societies, law enforcement agencies, and the military. Invention or modification may create specialized weapons, also.

Shooting Weapons is a general term used for all forms of handguns, rifles, bows, blasters, and missile or energy firing weapons, ranging from handheld units to battleship and planetary defense weapons. But don’t get too hung up on this classification; weapon’s effects vary by type, and the classification is used loosely.

Price: Indicates the Resource rank of the weapon ranging from Poor to Unearthly. This Resource rank reflects the price if the item is available at all (laser weaponry isn’t usually available at the local Pawnshop). Items that are gained through criminal contacts are one Resource rank greater than list price.

Range (RNG): This is the range increment of the weapon, in areas. Refer to Ranged combat for information on firing weapons beyond the first range increment. Unless specifically noted in the weapons description, these common weapons use standard range increments.

Damage (DMG): The amount of damage the weapon inflicts when a successful attack with the weapon is made. Stun weapons have special effects for damage, as they project a stunning ray.

Type: Details the type of damage inflicted, and the effect the attack has on a character (which in turn determines the critical table, when necessary). While most conventional weapons are considered physical “shooting” weapons, other weapons deal other types of damage, such as a flame-thrower that inflicts fire/heat damage, and is resolved on the energy critical table. Listed codes: P-Physical, S-Shooting, E-Energy, Fr-Force, Fi-Fire, V-Variable, Ed-Edged, B-Blunt.

Shot: Shot indicates the number of attacks the weapon may make before it requires reloading. Multiple listings reflect the different capacity sizes among weapons of that type. Reloading is typically a standard movement equivalent action, although some weapons may require a full-round to reload.

Maximum Attack Value (MAV): This value is the maximum total attack roll value an attacker may apply with the weapon, regardless of the roll, combat level, or bonuses involved. Refer to the Ranged Combat section for further information.

Material (MAT): This rank indicated the overall hardness of the weapon and its ability to resist damage. Scientific weapons such as laser pistols tend to be more fragile than an old-fashioned .44 Magnum.

Other: Additional information and special qualities for the weapon. B-Burst, H-Hexed, W-Wide Ranged, S-Special.

Table 6-1: Shooting Weapons

Name	RNG	Price	DAM	Type	Shots	MAT	MAV	Other
Regular Bow	2	Pr	6	P, S	1	Pr	26	
Long Bow	3	Pr	10	P, S	1	Ty	27	
Composite Bow	6	Ty	10	P, S	1	Ty	27	
Crossbow	3	Pr	6	P, S	1	Ty	26	
Cheap Handgun	2	Fb	6	P, S	4	Pr	27	
Handgun/Pistol	3	Pr	6	P, S	6,8,9	Ex	28	
Target Pistol	3	Pr	6	P, S	1	Ex	28	S
Heavy Handgun	4	Ty	10	P, S	6,8	Ex	28	
Laser Pistol	6	Gd	6	P, E	10	Pr	41	
Stun Pistol	3	Ty	*	*	10	Pr	41	S
Concussion Pistol	4	Gd	6	P, Fr	5	Ty	30	
Plasma Beam Handgun	6	Ex	10	P, Fr	10	Ex	36	
Machine Pistol	3	Gd	10	P, S	6	Ex	29	B
Sub-Machine Gun	4	Ex	15	P, S	15	Ex	30	B
Rifle/Hunting Rifle	6	Ty	10	P, S	6	Gd	28	

Table 6-1: Shooting Weapons

Name	RNG	Price	DAM	Type	Shots	MAT	MAV	Other
Sniper Rifle	8	Gd	15	P, S	6	Gd	29	S
Assault Rifle	8	Ex	15	P, S	20	Ex	30	B
Laser Rifle	10	Rm	20	P, E	20	Ty	41	
Stun Rifle	6	Gd	*	*	20	Ty	41	S
Concussion Rifle	8	Rm	10	P, Fr	12	Gd	32	
Automatic Rifle	10	Rm	20	P, S	30	Gd	31	B
Shotgun	4	Ty	15	P, V	2,6	Ex	28	
Riot Gun	4	Ty	*	*	1,6	Gd	*	H, S
Grenade Launcher	6	Ty	*	*	1,6	Gd	*	H, S
Machine Gun	10	Rm	30	P, S	30	Gd	31	B
Flame-Thrower	6	Rm	30	Fi, E	5	Ty	*	W, S
Bazooka	8	Rm	35	P, S	1	Gd	28	
LAW	10	Rm	40	P, S	1,6	Gd	28	
Light Artillery/Cannon	10	In	40	P, S	1,20	Ex	*/29	H
Stun Cannon	10	In	*	*	10	Rm	41	
Concussion Cannon	10	In	30	P, Fr	10	Rm	34	
Laser Cannon	20	Am	40	P, E	10	Ex	41	
Heavy Artillery	40	Am	45	P, S	30	Rm	*	H
Super Heavy Artillery	80	Am	50	P, S	30	In	*	H
Missile Launcher	*	Rm	*	*	*	Ex	*	S

Bows: Two-handed weapons, although a crossbow may be fired one handed with a –1 attack penalty. Bows in an untrained user's hands have a –1 penalty to attack with these tricky weapons.

Cheap Handgun: The weapon of choice among most low-level criminals and thieves. It is easy to conceal and use, sufficiently deadly, and most of, inexpensive. A hero breaking up a liquor store robbery would most likely encounter this weapon. Cheap handguns only fire off the shelf ammunition. One handed. Example: Saturday-night special, .22 and .380 caliber.

Handgun/Pistol: A common weapon, and like the cheap handgun, it is easily concealed. A number of makes and models exist, as noted by the different number of shots available. Includes revolvers and semi-automatic design. One handed. Example: Glock 21, Makarov, 9mm, .38 and .45 caliber.

Target Pistol: The most finely balanced of the pistols, these weapons are often used for competition, although they have found their way into the ranks of espionage. Equipped with a scope, the user of this weapon halves ranged increment penalties when fired two-handed. Thus, with the Feat Far Shot, the user incurs no ranged penalties. The primary drawback is the shot capacity of one. One handed/Two handed.

Heavy Handgun: A weapon so large that it is both powerful and intimidating. This type of weapon is commonly found in all manners of action movies. This weapon is difficult to conceal. Includes revolvers and semi-automatic design. One handed. Example: Desert Eagle .50 cal, Ruger Super Blackhawk, .357 and .44 caliber.

Laser Pistol: High-tech spies and subversive organizations, including S.H.I.E.L.D. and A.I.M use these weapons. Laser Pistols fire a focused beam of light to inflict physical damage on its target. Possession by unauthorized personnel is illegal. One handed. Powered by a hot-swappable internal power pack.

Concussion Pistol: High-tech spies and subversive organizations, including S.H.I.E.L.D. and A.I.M use these weapons. Concussion Pistols fire a solid beam of light to inflict physical damage on its target. Possession by unauthorized personnel is illegal. One handed. Powered by a hot-swappable internal power pack.

Plasma Beam Handgun: High-tech spies and subversive organizations, including S.H.I.E.L.D. and A.I.M use these weapons. Plasma Beam Handguns fire a solid beam of plasma to inflict physical damage on its target. Possession by unauthorized personnel is illegal. One handed. Powered by a hot-swappable internal power pack.





Stun Pistol: These weapons are used in conjunction with standard sidearms when lethal damage is to be avoided. Stun Pistols fire a stunning bolt causing its target to succeed an Endurance ability check DC Gd, 11 or be stunned for a number of rounds equal to the failed ability check. One handed. Powered by a hot-swappable internal power pack.

Machine Pistol: This type of weapon is either a fully-automatic pistol, or a cut-down version of the sub-machine gun. It is light and concealable, but has limited stopping power and range when compared to the rest of its automatic family. It fires Bursts (affects up to three adjacent targets). It is used by the military as well as government and subversive organizations. Possession by ordinary folk is illegal. One handed. Example: HK VP-70, Ingram Mac-10, 9mm caliber and less.

Sub-Machine Gun: A light automatic weapon used by the military and other organizations, this weapon is used when mobility is as important as firepower. This weapon is extremely difficult to conceal. It fires Bursts (affects up to three adjacent targets). Possession of a Sub-Machine Gun is illegal. Two handed, the weapon may be fired one handed with a -1 attack penalty. Example: HK MP-5, Uzi, 9mm and 5.56 caliber.

Rifle/Hunting Rifle: The most common form of sporting weapon, the rifle is a relatively long, two handed weapons that fire a single round. It can be fired one handed with a -1 attack penalty. Example: Mauser, Remington, .30-06 and .30-30 caliber.

Sniper Rifle: A military version of the Rifle/Hunting rifle, this weapon is used to strike a target with deadly accuracy at extreme range. Equipped with a scope, the user of this weapon halves ranged increment penalties. Thus, with the Feat Far Shot, the user incurs no ranged penalties. Subversive and government agencies, the military, and occasionally criminals use this weapon. Example: SVD, M21, 7.62 and .50 caliber.

Assault Rifle: Most countries equip their soldiers with Assault rifles as their primary weapon. These weapons have excellent range, accuracy and stopping power. It fires Bursts (affects up to three adjacent targets). Possession of an Assault Rifle is illegal. Two handed, the weapon may be fired one handed with a -1 attack penalty. Example: M-16, AK-74, 5.56, 5.45 and 7.62 caliber.

Laser, Stun, and Concussion Rifle: These weapons are larger versions of their handgun equivalents. Stun Rifles fire a stunning bolt causing its target to succeed an Endurance ability check DC Rm, 14 or be stunned for a number of rounds equal to the failed ability check. Like their equivalents, Laser and Concussion rifles are illegal, and while Stun rifles are not illegal, the legal process involved in attaining one makes them difficult to get. Two handed. Powered by a pack-carried power pack.

Automatic Rifles: These weapons are larger versions of the Assault rifle, typically with longer barrels and a higher cyclical rate of fire. Used by militaries and subversive organizations, private ownership of one of these hot-dogs is highly illegal. Fires Bursts (affects up to three adjacent targets). Two handed. Example: M249, RPK-74, 5.56 and 5.45 caliber.

Shotgun: These commonly owned sporting goods items are big enough to get your point across. It is often loaded with non-lethal cartridges (such as rock salt) that inflict non-killing damage (treat as Force effects). When loaded with standard rounds, the damage is Shooting. Two handed. Example: Remington, .20 gauge, .12 gauge, and .10 gauge.

Riot Gun: This weapon fires a canister/grenade charge targeting an entire hex, and is most commonly used by law enforcement. Two handed, the weapon may be fired one handed with a -1 attack penalty. Refer to the grenade section for a listing of potential rounds.

Grenade Launcher: Like the Riot gun, this weapon fires a canister/grenade charge targeting an entire hex, and is most commonly used by military. As a stand-alone weapon, it is two handed, although the weapon may be fired one handed with a -1 attack penalty. Typically the weapon is found mounted under an Assault rifle. Refer to the grenade section for a listing of potential rounds. Example: M203, HK29, 40 mm.

Machine Gun: A military weapon that also has found use in subversive organizations, it is the largest form of man-portable automatic weapon available. Ownership of a Machine gun is illegal. Fires Bursts (affects up to three adjacent targets). Two handed. Example: M-60, M2HB, 7.26, 12.7, and .50 caliber.

Flame-Thrower: The flame-thrower is a military weapon that shoots jets of flaming jelly in a Wide-ranged attack spread. The fire burns for Remarkable (30) fire damage the first round, and continues to burn for Good (10) fire damage every round until extinguished or the target is consumed. Because the weapon is a Wide-ranged attack spread, the attack cannot go critical. Two handed. Ownership of a flame-thrower is illegal.



Bazooka: The Bazooka is an old-school military weapon still used in small armies and criminals. It has recently been replaced by modern militaries by the Light Anti-Tank Weapon. Ownership of a Bazooka is illegal. It requires two men to fire, and is two handed.

Light Anti-Tank Weapon (LAW): LAW replaced the Bazooka and is a blanket classification for man-portable anti-armor weaponry. Ownership of a LAW is illegal. Two handed. Example: RPG-16, AT-4, 58.3 mm.

Light Artillery/Cannon: A blanket term for semi-portable weapons larger than a Bazooka and LAW such as mortars and cannons under 125 mm. These weapons can be main armaments on tanks and trailer mounted. At the attackers option, the weapon may be trained on one target (with potential critical) and affecting the entire area, or do Hex damage (without the chance for a critical hit). Even if you had room in your house, ownership of these types of weapons is still illegal. It requires two men to fire. Example: 80 mm mortar, 105/120/125 mm cannons.

Laser, Stun, and Concussion Cannons: These military weapons are the largest versions of their handgun and rifle equivalents. They must be stationary to fire. Stun Cannons fire a stunning bolt causing its target to succeed an Endurance ability check DC In, 18 or be stunned for a number of rounds equal to the failed ability check. Stun, Laser, and Concussion Cannons are illegal. It requires two men to fire. Powered by a separate power core.

Heavy Artillery: Used by the military (and not many others), these weapons require large animals or vehicles to lug around, and must be stationary to fire. They require a full-blown crew of three to operate. The weapon deals the listed damage to the entire Hex, and thus cannot go critical. Example: 122 mm, 152 mm, and 155 mm Howitzers.

Super Heavy Artillery: These large immobile weapons are found most often mounted on battleships and railroad cars. They require a full-blown crew of three to operate. The weapon deals the listed damage to the entire Hex, and thus cannot go critical. Example: 12-inch, 15-inch and 16-inch guns on battleships.

Missile Launcher: This military weapon fires missiles (see Missiles), and may range from small launchers comparable in size to a LAW, to the missile equivalents of Heavy and Super Heavy Artillery. Since the missiles are vehicle, these weapons are highly variable. Example: Stinger AAM, Sidewinder AAM, Hellfire AGM, Maverick AGM, Patriot AAM, Tomahawk ACM, short, medium, long and ballistic missiles such as Poseidon and Minuteman III.

Ammunition

Damage listing for each weapon assumes standard ammunition. Stun, Concussion and Laser weaponry operate from power packs, and may not use any other type of ammunition. There are specialized ammunition types, however.

Mercy Bullets: These types of rounds inflict no damage to the target. Instead, they splash a liquid drug on the target's skin on impact that incapacitates (stun) them for d10 rounds. This round is ineffective if the drug cannot contact skin, determined if the weapon would not have inflicted damage. The Endurance ability check roll is Rm, 13.

Armor Piercing (AP): These highly dangerous rounds reduce the body armor of a target by two ability ranks (from Good to Poor for example) in terms of damage. The armor penetrating ability has no effect on forcefields or forcefield stiffened armors such as Iron Man.

Rubber Shot: Less lethal is the rubber shot, a type of ammunition that inflicts Force damage instead of Shooting damage. Ignore Slam results in using these rounds during a critical hit, and re-roll the critical.

High Explosive (HE): Explosive shots deal twice the listed damage, and are very expensive and dangerous to handle.

Canister Shot: These types of rounds are loaded with various charges for various effects.

Gas Canister: Contains Tear Gas that affects an entire Hex. Tear Gas forces unprotected targets to make a successful Endurance ability check DC Ty, 10 or suffer -4 penalty to all checks and attacks until 1 round after they leave the affected area.

Knockout Canister: Contains Knockout Gas that affects an entire Hex. Knockout Gas forces unprotected targets to make a successful Endurance ability check DC Rm, 14, or be stunned for d10 rounds.

Smoke Canister: Contains smoke that affects an entire Hex. Provides Three-Quarters concealment (30% miss chance) to all those within the smoke, and those on opposite sides of the smoke.

Explosive Canisters: Deal twice the listed damage, and affect all within the Hex without critical potential.

Table 6-2: Ammunition Table

Name	Available Weapon
Mercy Shot	Bows Most Guns
AP	Most Guns LAW
Rubber Shot	Most Guns
HE	Most Guns LAW
Canister Shot	Riot Gun LAW All Artillery



Incendiary Canister: Inflicts damage listed in Fire, which burns for 10 points per round until extinguished, or the target is consumed. Affects the entire Hex without critical potential.

Other Weapons

Grenades refer to those standard types of grenades available. All grenades are usable by military, but their ownership and use by private citizens (and criminals) is illegal.

Fragmentation: Inflict 30 points of damage to all in the Hex without critical potential.

Smoke Grenades: Contains smoke that affects an entire Hex. Provides Three-Quarters concealment (30% miss chance) to all those within the smoke, and those on opposite sides of the smoke.

Tear Gas grenades: Contains Tear Gas that affects an entire Hex. Tear Gas forces unprotected targets to make a successful Endurance ability check DC Ty, 10 or suffer –4 penalty to all checks and attacks until 1 round after they leave the affected area.

Knockout Gas: Contains Knockout Gas that affects an entire Hex. Knockout Gas forces unprotected targets to make a successful Endurance ability check DC Ex, 12, or be stunned for d10 rounds.

Flash Grenades: Flash grenades forces an entire Hex to make an Observation check DC 17 or have their vision obscured (one-half concealment, 20% miss chance) for d10 rounds. They are of Amazing power rank.

Sonic Grenades: Inflict 20 points of sonic damage to all in the Hex without critical potential, and those affected must succeed an Endurance ability check DC Ex, 12 or suffer the effects of clobbered for d6 rounds.

Missiles are essentially vehicles with a payload. They are an expensive proposition. In addition to a missile launcher, the user must acquire the missile itself, the payload, and the control system. This restricts missiles to those that can afford them or invent them.

A missile without a control device will fly in a straight unguided line to its targeted location at the time of firing.

Mundane aircraft bombs (the 500 lb. Mark 82 a good example) are essentially missiles with out control devices and without propulsion systems since they fall to their target.

There are three readily available types of missiles that can be used as a missile template:

The Standard Missile

Body	Control	Speed (Standard/Rank)
Gd	Rm	15/Remarkable

The High-Tech Missile

Body	Control	Speed (Standard/Rank)
Gd	In	15/Remarkable

The High-Speed Missile

Body	Control	Speed (Standard/Rank)
Gd	Ex	40/Incredible

These three types of missiles come in a variety of forms, and a character may not be able to identify an approaching missile's type unless he is familiar with the various makes. For example, given his background in weapon research, Tony Stark may be able to identify the type of missile it is with an Intelligence ability check DC Ty, 10, but Johnny Storm could not.

Missiles with Control (guidance) systems act slightly differently in combat, being that the attacker uses the missiles control rank bonus (unless otherwise stated) in lieu of the character's Agility rank bonus to hit. Additionally, any other bonuses to hit with a ranged weapon by a character is not applicable, and cannot be used.

A character who wants to attack a missile in flight must make a successful ranged attack roll of 13 for standard missiles and 15 for high-tech and high-speed missiles. Any damage sustained by the missile beyond its Body (essentially its physical resistance) destroys it.

Control Systems

Wire-guided: The missile is controlled by wire leading from the tail of the missile (Feeble material). The Wire-guided missile uses the Agility of the controller to hit. Severing the wires causes the missile to behave as if it has no control. Range of 10 areas, maximum, but no penalties for range. This guidance system confers a +1 to hit.



Tele-Guided: The missile is guided by a camera in the nose of the missile, and the operator may be up to 5 miles away. Uses the Control of the missile or the Agility of the controller (whichever is lower) to determine Control ability checks such as striking the target for this type of missile. This guidance system confers a +1 to hit.

Computer-Guided: The missile is programmed internally for a specific target. Its ability to determine the target is considered Poor if multiple similar targets are available.

Radio-Linked: Also called a homing missile. The missile tracks on a specific wavelength, either directed from its point of firing or issuing from the target. Destruction of a tracer or cessation of the signal causes the missile to go out of control.

Heat-Seeking: This form of guidance will "lock on" to the highest flame source in its path (usually a jet engine or flaming hero). The missile will only be sidetracked by a higher source of heat. This guidance system confers a +1 to hit.

Seeking Missiles: Seeking Missiles track the target until the target is struck, or the weapon loses its ability to pursue the target.

Missile Payload

Standard (High Explosive): The standard armament inflicts between 40 and 50 points of physical shooting damage (depending on the missile size) to an entire Hex (without the potential for critical).

Concentrated Explosive: This warhead is a shaped charge that inflicts between 40 and 50 points of physical shooting damage (depending on the missile size) to one target, and thus may inflict a critical hit.

Incendiary: Inflicts 40 points of fire damage, which burns afterwards for 10 points per round until extinguished, or the target is consumed. Affects the entire Hex without critical potential.

Knockout Gas: Contains Knockout Gas that affects an entire Hex. Knockout Gas forces unprotected targets to make a successful Endurance ability check DC Rm, 13, or be stunned for d10 rounds.

Tear Gas: Contains Tear Gas that affects an entire Hex. Tear Gas forces unprotected targets to make a successful Endurance ability check DC Ty, 10 or suffer -4 penalty to all checks and attacks until 1 round after they leave the affected area.

Other: As previously mentioned, the payload of a missile is variable. Only the size of the propulsion system limit what the missile might carry. For example, missiles have the capability to deliver large nuclear devices and horrific chemical and biological weapons. By the same token, missiles have delivered men to the moon and satellites into space.

Melee Weapons

Now, back to a more personal level...common melee weapons used by individuals of the Marvel Universe are listed in Table 6-3. When attacking with an object not necessarily designed for combat in a melee, the hero inflicts damage equal to his Strength or the material Strength of the item, whichever is less (exception: see Props). When attacking with a weapon designed for combat, the character will always inflict damage of the effects type listed and always a minimum of the damage listed (a knife will always inflict at least 6 points). A powerful character may inflict up to his Strength ability rank number or the material Strength rank number of the object in damage, whichever is less.

Note: If a weapon hits a material of higher material Strength (a knife against the Hulk's skin), there is a chance of it breaking as if purposely attempting to break the weapon. Make a Strength ability check roll, comparing the material Strength of the object and either the Strength of the wielder or the material Strength or Body Armor of the target. For example, the Black Knight attacks Hulk with a regular sword (his Ebony Blade is being polished). A sword is Excellent material, Hulk's Body Armor is

Table 6-3: Melee Weapons

Name	Price	Min. DAM	Type	MAT
Knife	Fe	6	Ed, B	Ex
Sword	Pr	10	Ed	Ex
Two-handed Sword	Gd	15	Ed	Ex
Axe	Pr	6	Ed	Gd
Two-handed Axe	Ty	15	Ed	Ex
Spear	Fe	6	Ed	Gd
Club	Fe	6	B	Gd
Shuriken	Fe	6	Ed	Ex
Boomerang	Pr	6	Ed	Gd
Whip, Leather	Pr	0	*	Ty
Whip, Metal	Gd	10	*	Ex



Monstrous, and Black Knight's Strength is Good. The attack inflicts no damage, and a second check is made, Good Strength breaking an Excellent material sword, to see if the blade breaks.

Knife: A Knife is defined as any blade weapon with a blade up to 12 inches. May be thrown as a thrown object.

Sword: Swords are considered one-handed blade weapons with blades over 12 inches long. Not normally thrown.

Two-handed Sword: Two-handed Swords are two-handed blade weapons. They may be wielded one-handed with a -1 penalty to hit.

Axes are any chopping weapon, including fire axes, that may be wielded with one hand.

Two-handed Axes: Two-handed Axes are two-handed chopping weapons, used by medieval-type folk.

Spear: A spear is any thrusting blade with a handle over one foot long, and is normally thrown or wielded two-handed.

Club: Clubs are standard blunt weapons, and include makeshift weapons such as chairs and tables.

Shuriken: Also called throwing stars, shuriken are the classic ranged weapons employed by ninja in classic Kung-Fu movies.

Whip: Whips can make Grappling or Grabbing attacks from a distance, as if the whip had a Strength equal to its material Strength, and has a maximum effective range of two areas.

Vehicles

Heroes and Villains are pretty tough all by themselves, but sometimes they need help getting around (bad guys especially, since they're always in such bad shape). When somebody must travel from one place to another faster than they can run, swing, or fly, a vehicle comes in real handy.

Cars, trucks, and motorcycles aren't the only vehicles. Just about any machine that moves is a vehicle: tanks, airplanes, submarines, the Avenger's Quinjet, and even things like walking war machines. On the other hand, machines that the heroes have to carry around usually aren't vehicles (a toaster oven, for example).

Vehicles are defined by six statistics: Type, Cost, Control, Speed, Body, and Protection.

Type: The type of the vehicle is a handy definition that defines its general means of movement. A Blimp, the Concorde, and a helicopter are all basically airborne aircraft, and are thus classified as "air" types. Vehicles of the same type are normally bound by the same general rules regarding control and damage.

- Road vehicles are those designed primarily to be driven on relatively flat surfaces (like roads), and include most vehicles found in modern cities. Road vehicles suffer penalties for Control and Speed when off-road (like cutting through the park in your luxury limo).
- Off-Road vehicles are land vehicles designed to handle broken ground better than road vehicles. Some recreational vehicles and military equipment fall under this category.
- Railed vehicles follow a predetermined path or track; the most common example is Trains. A Railed vehicle that runs off the track has disastrous effects.
- GEV means Ground Effect Vehicle, which is basically the hovercraft. GEVs exhibit properties of both Air and Off-Road Vehicles, and as such deserve their own entry.
- Air vehicles travel mainly through the friendly skies, and include all forms of aircraft from gliders to the Concorde.
- Space vehicles are those which are capable of sustained space travel in orbit or between planets.
- Water vehicles are boats of every description from sailboats to carriers. Their main limitation is the danger of sinking.
- Submersible vehicles are those designed to travel underwater, and are represented by the submarine. Subs are similar to water vehicles in the danger of sinking.

Cost: The Cost of a vehicle is represented in the Cost column. It is often possible to buy a used (and therefore unreliable) version for one less than listed (a used sedan costs Excellent rather than Remarkable, and small countries can get their own used battleships for Amazing cost).

The other four "Statistics" of a vehicle determine how well the vehicle performs under most situations. The Control stat is a measure of how well the vehicle responds to moving in different directions and making sudden stops. Speed is a measurement of how far a vehicle can move in combat and in other circumstances, respectively. Body is the amount of damage the vehicle can sustain before a chance exists of system failure (the vehicle breaks down or is destroyed). Protection represents the amount of equivalent Body Armor the vehicle provides for those within.



Driving Lesson (Using Vehicles)

Control: The Control attribute of a vehicle represents how well the vehicle handles, makes turns, and generally performs. In certain situations, an operator of the vehicle must make a Control ability check to perform a certain action. This check refers to the character's Agility, or the vehicle's Control, whichever is less. Situations where such ability checks are required are determined by type:

- Road Vehicles make Control checks for sudden stopping and turning, traveling off-road, or any sudden actions at high speeds.
- Off-Road Vehicles have the limitations of road vehicles except for traveling off-road.
- Railed Vehicles check for sudden stops, only.
- GEVs check Control as Off-Road and Air vehicles.
- Air Vehicles check Control for sudden turns (including dodging) and Take-off and landing in non-normal situations (landing on an airfield does not require a Control checks. Landing on a fog-enshrouded runway or with two engines dead does).
- Space Vehicles check Control for take-off, landing, and sudden movements.
- Water Vehicles and Subs check Control only for sudden changes in course.

Failure to make a Control check is described in Out of Control.

Example: The Wasp, with her Agility of Excellent, is flying the Quinjet, with a Control of Remarkable. Coming out of a fog bank and seeing a sheer 100-foot cliff looming straight ahead, Wasp must make a sudden change of direction. She makes a ability check roll using her Agility as opposed to the vehicle's Control, because her Agility is the lesser of the two values. Were Captain America at the controls, with his Incredible Agility, he would have to make an ability check roll against the Quinjet's Control, which is the lesser of the two. The Judge might decide the ability check to be DC 13 in most normal cases, but if there were other circumstances (say, the ship was damaged), there might be penalties or increased DC to keep from smashing into the mountainside.

Body: Body is the protection and durability of the vehicle itself. Damage inflicted against the vehicle itself must pass through the Body first. (See Crashes and Vehicles in Combat)

Protection: Protection reflects the amount of protection the vehicle provides to the rider or riders. This is the equivalent of Body Armor for all those within the vehicle, if they are the subjects of attack (as opposed to an attack on the vehicle itself). These passengers usually receive some amount of cover, but have a limited ability to avoid attacks personally. The passengers of certain vehicles cannot be attacked without the attacker getting past the body (full cover). (See Crashes and Vehicles in Combat)

Vehicle Stunts: In these rules, we have tried to make general statements regarding the various types, but by no means do they take into account the various actions that any viewer of action-TV shows knows they may take. Examples include the "Boot-leg" turn for the hero's sports car, and the Immelman turn (loop-the-loop for you groundlings). For this reason Vehicle Stunts are included as an open-ended option.

A Vehicle Stunt is proposed by the player whose character is performing the stunt, and the Judge determines if a) the stunt is possible with the vehicle in question and b) the player is capable of pulling the stunt off. In the first case, common sense is required. A Sports car is more amenable to flips and Boot-legs (intentionally losing control of the car, spinning 180 degrees, and heading back in the direction you came from), while the mini-car is severely less so. Whether a 747 can survive a barrel roll is a matter of debate, since no one has tried it. No Karma needs to be spent to attempt a Vehicle Stunt, though should the ability check fail, the craft is automatically out of control.

Table 6-4: Vehicles

Name	Type	Cost	Control	Speed	Body	Size	Protection
Mid-Sized Sedan	Road	Gd	Gd	5/Ex	Gd	Lg	Pr
Sub-Compact Car	Road	Ty	Ex	5/Ex	Ty	Md	Fe
Sports Car	Road	Ex	Rm	6/Rm	Ty	Lg	Pr
Luxury Car	Road	Ex	Gd	5/Ex	Gd	Lg	Pr
SUV	Road	Ex	Ty	5/Ex	Gd	Lg	Pr
Security Limo	Road	Rm	Gd	5/Ex	Ex	Lg	Gd
Van	Road	Gd	Ty	5/Ex	Gd	Lg	Pr
Convertible	Road	Gd	Gd	5/Ex	Gd	Lg	Fe
Taxi	Road	Gd	Gd	5/Ex	Gd	Lg	Pr
Bus	Road	Ex	Pr	5/Gd	Ex	Lg	Pr
Police Car	Road	Gd	Ex	5/Ex	Gd	Lg	Pr
Police Van	Road	Gd	Ty	5/Ex	Gd	Lg	Pr
SWAT Van	Road	Gd	Ty	5/Ex	Ex	Lg	Gd
18-Wheeler (Semi)	Road	Rm	Ty	5/Ex	Rm	Hg	Ty



Table 6-4: Vehicles

Name	Type	Cost	Control	Speed	Body	Size	Protection
Semi w/Sleeper	Road	Rm	Ty	5/Ex	Rm	Hg	Ty
Armored Car	Road	Rm	Ty	4/Gd	Rm	Lg	Ex
Fire Truck	Road	Rm	Ty	4/Gd	Ex	Lg	Ty
Ambulance	Road	Gd	Ty	5/Ex	Gd	Lg	Pr
Rocket Car	Road	In	Fe	7/Am	Pr	Lg	Pr
Bicycle	Off-Road	Fe	Rm	3/Pr	Fe	Md	0
Motor Cycle	Off-Road	Ty	Gd	5/Ex	Pr	Md	0
Motor Trike	Off-Road	Ty	Gd	5/Ex	Gd	Lg	0
Pickup Truck	Off-Road	Gd	Ty	5/Ex	Gd	Lg	Pr
Jeep/HMMWV	Off-Road	Ty	Ty	5/Ex	Gd	Lg	Pr
ATV	Off-Road	Ty	Ty	5/Ex	Gd	Lg	Ty
Snowmobile	Off-Road	Ty	Ty	4/Gd	Ty	Md	Pr
Heavy Truck	Off-Road	Ex	Ty	4/Gd	Ex	Lg	Ty
Tractor	Off-Road	Ex	Pr	3/Ty	Gd	Lg	0
Bulldozer	Off-Road	Ex	Ty	3/Ty	Ex	Lg	Ty
Tank	Off-Road	Am	Pr	4/Ty	In	Lg	Rm
Self Propelled Gun	Off-Road	In	Ty	3/Ty	Rm	Hg	Ex
Personnel Carrier	Off-Road	Rm	Pr	4/Ty	In	Lg	Ex
Walker	Off-Road	Am	Gd	4/Ty	Rm	Lg	Ex
Borer	Off-Road	In	Pr	3/Ty	Rm	Lg	Ex
Train	Railed	In	Fe	4/Gd	Gd	Hg	Gd
Bullet Train	Railed	Am	Fe	5/Rm	Gd	Hg	Gd
Elevated Train	Railed	In	Fe	3/Ty	Gd	Hg	Ty
Monorail	Railed	In	Fe	4/Gd	Gd	Hg	Ty
Hovercraft	GEV	In	Gd	5/Ex	Gd	Lg	Gd
Private Plane	Air	Rm	Gd	4/Ty	Pr	Lg	Fe
Corporate Jet	Air	In	Ty	5/Gd	Ty	Lg	Ty
Modern Fighter	Air	Am	Ex	6/Rm	Gd	Lg	Ty
Commercial Jet	Air	In	Ty	5/Gd	Rm	Hg	Ty
Blimp	Air	Rm	Fe	3/Fe	Fe	Hg	0
Traffic Helicopter	Air	Rm	Gd	4/Pr	Pr	Lg	Fe
Attack Helicopter	Air	In	Gd	5/Ty	Ex	Lg	Gd
WWII Fighter	Air	Rm	Ex	5/Gd	Ty	Lg	Ty
WWII Bomber	Air	Rm	Ty	4/Gd	Gd	Hg	Ty
WWI Fighter	Air	Ex	Ex	4/Ty	Pr	Lg	0
VTOL Fighter	Air	Am	Ex	6/Ex	Gd	Lg	Ty
Ultra-Light	Air	Gd	Rm	3/Fe	Fe	Md	0
Glider	Air	Ty	Ex	3/Fe	Fe	Sm	0
Autogyro	Air	Ex	Ex	4/Pr	Pr	Md	0
Air Car	Air	In	Ex	5/Pr	Gd	Lg	Pr
Skymobile	Air	Rm	Rm	5/Gd	Gd	Md	0
Flying Car	Air	In	Rm	6/Gd	Gd	Lg	Gd
Quinjet	Air	Am	Rm	6/Rm	Ex	Hg	Gd
Concorde	Air	Am	Ty	6/Ex	Rm	Hg	Ty
Omnijet	Air	Am	Ex	6/Rm	Ex	Hg	Gd
Pogo Plane	Air	In	Ex	5/Gd	Ex	Lg	Gd
Fantasticar	Air	Am	Ex	5/Gd	Gd	Lg	Ty
SRC "Blackbird"	Air	Am	Rm	6/Rm	Ex	Hg	Gd
Space Shuttle	Space	Mn	Ty	6/Am	Ex	Hg	Ex
Lunar Shuttle	Space	Am	Ty	6/Am	Ex	Hg	Ex
Space Ship	Space	Un	Ex	7/Mn	Ex	Hg	Ex
Raft	Water	Fe	Ty	2/Fe	Pr	Md	0
Rowboat	Water	Pr	Gd	3/Pr	Ty	Md	Fe
Sailboat	Water	Gd	Gd	3/Pr	Ty	Lg	Pr
Racing Sloop	Water	Ex	Ex	3/Pr	Ty	Lg	Pr
Motorboat	Water	Gd	Ex	3/Ty	Ty	Lg	Pr
Yacht	Water	Rm	Ty	3/Ty	Ty	Lg	Pr
Speedboat	Water	Ex	Ex	4/Gd	Ty	Lg	Pr
Patrol Boat	Water	Ex	Ex	3/Ty	Ex	Lg	Ty
Hydrofoil	Water	Rm	Ty	4/Gd	Gd	Lg	Pr
Jetski	Water	Ty	Ex	3/Pr	Pr	Sm	0
Ocean Liner	Water	In	Pr	3/Ty	Rm	Gg	Gd
Destroyer	Water	Am	Pr	3/Ty	Rm	Hg	Ex
Battleship	Water	Mn	Pr	3/Ty	In	Gg	Ex
Aircraft Carrier	Water	Mn	Fe	3/Ty	In	Gg	Ex
Submarine	Sub	Am	Ty	3/Ty	Rm	Hg	Ex
Mini Sub	Sub	In	Ex	3/Ty	Gd	Lg	Gd



Out of Control

If a character (or vehicle) fails an Agility or Control Ability check required to maintain control, the vehicle is considered out of control. Out of Control vehicles behave differently according to type.

Road, Off-Road, Railed, and GEV craft which go out of control continue to move forward at the speed they were traveling before they went out of control (though they may spin or wobble according to their type and situation). The character may try to regain control in the next round. If control is not regained, speed is reduced by one (or one rank - most vehicles of these types require active participation by the driver to move them forward -- like the driver's foot on the gas pedal) and another control check is made. If that should fail, Speed is reduced by one again (or another rank) and another attempt may be made the next round to regain control. This continues until the vehicle comes to a complete stop, the driving character regains control, or the vehicle hits something (see Crashes).

Water and Sub types move forward in a straight line without reducing speed, until control is regained, or the vehicle hits something (see Crashes).

Air vehicles on the ground (taking off and landing) are treated as Road vehicles. Those that lose control in the air continue to move in a straight line without reducing speed, and begin to lose altitude as if falling (3 floors in the first round, 6 floors the second, 10 floors the third, and 15 floors every round thereafter). The "driving" character may try to regain control, but any such checks are more difficult. The out of control status continues until the character regains control or the vehicle hits something (see Crashes).

Crashes

A crash is a situation where a vehicle hits another object, usually at high speed. A crash often, but not always, results in the vehicle coming to a sudden and often damaging stop.

When a crash occurs, compare the material Strength of the object and the Body of the vehicle. Make an opposed Strength ability check as if the Body or Speed (whichever is lower) were attempting to break the material. If the vehicle succeeds this roll, the vehicle continues forward, reducing its speed by the material rank of the vehicle.

If the vehicle "fails" the ability check, the vehicle comes to a complete stop, with resulting damage to its occupants. Damage is figured as follows:

Take the material Strength of the object struck or the speed of the vehicle, whichever is higher. This is the base amount of damage of the crash. Reduce the amount of damage by the protection of the vehicle. This is the amount of damage each passenger takes in the crash.

Make a melee "attack" roll against each occupant (occupants are denied their Agility bonuses and cannot use defensive bonuses such as dodge). This attack roll gets a +5 bonus to hit per size category above Medium (big vehicle crashes tend to be spectacular) and a movement bonus to hit based on either:

- Combat Movement: the maximum areas moved through prior to the crash
- Standard Movement: the Rank Bonus Number

As with any attack roll, any attack greater than 10 scores a critical. Those characters that are safely strapped in (wearing seat belts, helmets, crash webbing, etc) are attacked by a blunt attack. The compulsive risk takers (those that go without the effeminate protection) are attacked by an edged attack.

Damage to a Vehicle

When a vehicle crashes, or takes damage from an attack, there is a chance that the vehicle may be less maneuverable than it was before and go out of control. For an aircraft, this may represent something from a hole in the wing to losing part of the fuselage, while for a road vehicle it might mean a blown tire, shattered windshield, or a bullet in the engine block or gas tank. The physical details are left to the Judge, given the situation in question.

When a vehicle suffers damage, roll a d6 and check the table below to determine if the vehicle suffered any effects from the damage. Damage inflicted on the vehicle that is two ranks less than the body is completely ignored by the vehicle.



Damage Less than the Body

- 1-2) No effect
- 3) Body -1 Rank, Control ability check
- 4) Control -1 Rank, Control ability check
- 5) Body -1 Rank, Control -1 Rank, Control ability check
- 6) Control -1 Rank, Damage to Passengers, Control ability check

Damage Equal to the Body

- 1) No effect
- 2) Body -1 Rank, Control ability check
- 3-4) Body -1 Rank, Control -1 Rank, Control ability check
- 5) Speed -1 Area/Rank, Damage to Passengers, Control ability check
- 6) Control -1 Rank, Damage to Passengers, Control ability check

Damage Greater than the Body

- 1) Body -1 Rank, Control ability check
- 2) Control -1 Rank, Damage to Passengers, Control ability check
- 3-4) Speed -1 Area/Rank, Damage to Passengers, Control ability check
- 5) All -1 Rank, Damage to Passengers, Control ability check
- 6) All -1 Rank, Damage to Passengers, Out of Control

What the results mean:

- Body, Control, Speed –1 Rank indicates that the stat is reduced by one Rank until repaired.
- Control ability check indicated that the operator of the vehicle must succeed in the Control ability check (variable DC) or the vehicle goes Out of Control.
- Out of Control indicates that the vehicle is immediately and automatically Out of Control.
- Damage to passengers indicates damage inflicted to passengers from the attack as in a crash (this applies to the attack only).

If Control is reduced to Shift 0, the vehicle is automatically Out of Control, and control is impossible to regain. If Speed is reduced to Shift 0 (or zero areas), the vehicle stops moving (a good way of stopping bank robbers, but this usually results in a crash for a plane). If the Body is reduced to Shift 0, the passengers receive no protection, and the vehicle breaks apart on the following round. If the vehicle is a Water or Sub type, it will begin to sink.

Vehicles and Combat

Vehicles are sometimes associated with combat, filling roles as a weapon and vehicle. They are likely to be attacked, and used in an attack.

When shooting at a vehicle, the attacker must decide whether to shoot the vehicle, or a passenger within the vehicle. Any attack on a passenger must either succeed a Called Shot, or suffer cover penalties. This is the attacker's choice to make alone. The Judge is responsible for determining the degree of cover for any passengers within a vehicle. Passengers are usually denied their Agility bonuses to dodge, and all associated abilities that require their Agility. On the other hand, they gain protection from external attacks, and benefit from some degree of cover or must be targeted by a Called Shot.

Vehicles can also be used in Ramming attacks, dealing its body rank in damage plus speed rank in damage calculated as 2 points of damage per area moved through during the attack. This damage is compounded, not treated separately. Otherwise, the vehicle must follow all the rules set forth in the Ram attack action, such as moving a minimum of 2 areas in a straight line before striking its target.

Specific Vehicles

Mid-Sized Sedan is the term for most standard automobiles, concentrating on the mid-sized representatives of Detroit steel. Sedans seat about 5, according to the commercials (two sets of twins and a man named Murray). Example: Crown Victoria, Camry.

Sub-Compact Car is those of a smaller size than the sedan, and includes most compacts of the American companies, as well as popular imports. These seat four in tight quarters. Example: Civic, Corolla.

Sports Car includes most of the jazzy little numbers the detectives on TV zip around in. They have a higher safe speed and better control than the family car, but are made of lighter materials and more easily damaged. Sports cars carry



two normally, three or four with crowding (the Trans Am back seat is not designed for the human form). Example: Camaro, Viper.

Luxury Cars are the big gas-guzzlers, and range from a mid-sized to larger vehicles. Their big trouble is their price. Luxury cars seat 5 comfortably. Example: LS400, Town Car.

SUVs (Sport Utility Vehicles) dominate the roadways of America today, quickly replacing the sedan as the most popular vehicle. Big and intimidating, SUVs handle more poorly than the average sedan, but have increased hauling capacity. Contrary to advertisement, the vehicles are not engineered for off-road uses, and chug gas like a thirsty camel. SUVs seat between 5 and 11 easily. Example: Excursion, Trailblazer.

Security Limo is a variant of the luxury car, made of stronger materials, thicker plating around the passenger compartment, bullet-proof glass, and of higher protection value to those within. Seats between 5 and 11 for the largest monsters.

Vans are large, box-like vehicles on a pickup truck wheelbase. They have the advantage of space (about 8 bodies), and the back may be covered to prevent unwanted eyes seeing in. Both Captain America and Punisher have modified vans. Example: Econoline E-350.

A Convertible is a sedan with a top that folds down. With the top up, it has similar protection to a sedan. Include cars with T-top roofs as well in this category.

The Taxi is that ever-present vehicle of New York and other major cities, and is similar to a sedan (carries about three passengers in addition to the driver). Your standard Yellow Cab fare is a Poor cost for getting cross-town. (Note -- Taxi drivers are normally a tough, friendly lot, but their temperaments can be frayed when they carry super-powered individuals who may be attacked at any moment by their foes.)

Buses are another major form of mass transportation for the city, and is a Feeble cost for a trip to the suburbs. City and School buses rarely make their full speed on their runs, while those of cross-country companies run at top Speed between cities (Cost between Poor and Typical, depending on location of cities). Buses carry up to 80 people.

Police Cars are the vehicles of the constabulary, usually with a little more power under the hood and better-cared for than the standard sedan. Police cars seat 5, but often have a grill between the front and back seats to prevent the passengers from getting to the driver (and vice-versa).

The Police Van is to the van as the Police Car is to the sedan. This vehicle often carries additional armament for teams in trouble, including Riot Guns and gas canisters. The back part of the van can carry up to 10 prisoners for short periods.

The SWAT in SWAT Van stands for Special Weapons And Tactics, and these babies are portable armories that are stocked with: ten riot guns, two sniper rifles, ten sub-machine guns, ten flak jackets, and a wide supply of smoke, tear gas, and knock-out gas grenades (sorry, weapons and batteries not included in purchase of the vehicle). Carries about ten people.

The 18-Wheeler (Semi) is the two-piece truck common on the nation's highways, carting the nation's food from city to city at high speeds. The forward Tractor can be detached from the Trailer, and has stats similar to the Heavy Truck. The rear trailer may be of a number of types, either to haul produce, mask secret operations, or carry equipment. The Tractor portion seats about 3 comfortably. Sleeper tractors can hold a king-size bed in the compartment behind the driver, and thus can carry considerably more people. Example: Kenworth, Mack.

Armored Cars are favorite targets of criminals, and normally sport a team of two guards in the front, and an optional man inside. Armored Cars are also used for transporting powerful criminals who are under arrest.

Fire Trucks are large trucks used to carry men and materials to fires. Each carries up to a dozen men, along with hose, hooks and ladders, nets, and fireproof suits.

An Ambulance is a van equipped with a more powerful engine and gear to handle most medical emergencies. Ambulances operate both in conjunction with hospitals and as separate Paramedic services. Driving Note: Ambulances, Fire Trucks, and Police Vehicles with their top-lights flashing have right of way over other vehicles.



A Rocket Car is the fastest land vehicle in the world, and is only used in large areas where there is not much to hit, like the Bonneville Salt Flats. As a road vehicle, it is fairly useless due to its lack of maneuverability. This does not stop certain young souls from modifying their cars with Rocket Packs to duplicate this one's Speed benefits.

A Bicycle is the standard, man-driven two-wheeled vehicle. It is faster than walking for most people. Example: Schwinn, Mongoose.

The Motorcycle is the marriage of the car and bicycle. Due to its precarious balance, a Motorcycle that goes out of control cannot be brought under control until it comes to a stop. Cycle riders may reduce damage by 5 points by wearing adequate headgear. Seats two. Example: Ninja, Fat-Boy.

The Motor Trike is a motorized tricycle, and has the advantage over the motorcycle in that it has greater stability. A motor trike that goes out of control can have control regained while still in motion. Cycle riders may reduce damage by 5 points by wearing adequate headgear. Seats two.

The Pickup and Jeep are four-wheel drive off road vehicles. Four wheel drive does not prevent you from getting stuck, it only gets you stuck in worse places (quote by Dirtbuggy Doug Niles). The Jeep has been a workhorse for the Army for years, and has been replaced by the HMMWV (Highly Mobile Multi-purpose, Wheeled Vehicle) or Humm-Vee and Hummer for you civilians. Example: F-150, Tacoma, Jeep, HMMWV.

ATV means All-Terrain Vehicle, and is a catch phrase for the wide variety of multiple-tired and treaded vehicles used both by ordinary citizens and secret subversive societies.

Snowmobiles are ATVs for the snow. They have a Control of Feeble when on ice or non-snow terrain. Snowmobiles range from 2 person to ten person major vehicles.

Heavy Trucks include dump trucks and other heavy construction equipment.

A Bulldozer is another typical construction vehicle. The blade on the front makes a suitable battering ram, and is made of Remarkable Strength material.

Tank is a nice generic term for most vehicles that carry light artillery, regardless of their make and nationality. The typical tank carries one piece of Light Artillery and 1-2 machine guns as standard equipment. There are modified versions available, including those mounted with Laser Cannons, Stun Cannons, or Concussion Cannons instead of Light Artillery, and carrying lasers instead of machine guns. Example: M-1 Abrams, T-80.

Self Propelled Gun is a piece of Heavy Artillery on its own track. SPGs have more range and firepower than a tank, but are not able to train their weapon on a target in direct fire. Example: M109, AMX 105.

The Armored Carrier is an armored troop-carrying vehicle (about 20 people maximum). The armored carrier operates on treads, and carries two machine guns (lasers in some cases). Example: M-2 Bradley, BMP-1.

The Walker is a curious form of off-road vehicle in that it does not have wheels or treads, but rather two or more legs that simulate human or animal movement. Such devices are generally experimental and as such are used by organizations such as Hulkbusters. They are normally equipped with a stun cannon, as firing weapons with recoil (such as LAW or Light Artillery) would require a Control ability check to prevent tipping over. Any attack on a walker vehicle requires a Control ability check by the operator to determine whether it remains upright. Seats four to eight persons.

The Borer is not really a land vehicle, but a subterranean vehicle. It allows speedy travel through the underground. If moving at 2 areas per round/Feeble speed, its passage leaves a tunnel that others may follow; otherwise it leaves churned earth behind it. Villains who live deep within the Earth, such as Mole Man, use the Borer as standard equipment. Because of its construction, with the forward screw, the borer can make an Edged Attack for Incredible rank damage when making a Ram attack.

The Train is the most common form of the Railed vehicles. Railed vehicles cannot change their direction other than forward and backward, and may only change Speed. Control ability checks only concern sudden deceleration. If the track is removed or destroyed, the vehicle will immediately go out of control without chance of regaining control. Trains may be bulk carriers, or passenger lines, such as Amtrak. The train maintains a "crew" of 5, and in the case of passenger trains, 3 or more cars that may each carry 100 people or more. Train costs vary, but between cities with regular service, a ticket is Poor Cost.



The Bullet Train includes all of the new, high-speed versions of trains, and is used exclusively for passengers. Capacity and limitations are similar to the normal train. Such trains are commonly used in France and Japan, where Cost for a trip is Poor.

The Elevated Train includes the elevated trains of Chicago and New York, and the Light Rail Systems of cities such as Pittsburgh and San Francisco. Cost for these systems is Feeble, and they are primarily used by commuters. Elevated Trains have the restrictions of all Railed vehicles, and carry up to 80 people per car.

Monorail systems are popular in amusement parks, as well in major industrial parks such as the former SI Industrial Park on Long Island. As the system gains its power from the line it travels on, breaking that line results in the vehicle coming to an immediate halt.

The Hovercraft is the only notable mention of the Ground Effect Vehicle. This vehicle is neither fish nor fowl, as it rides on a cushion of air, handles as does an Air type, but goes out of control as an off-road vehicle. Hovercrafts move at a slower Speed off road, over broken ground, or in stormy weather.

Private Planes generally represent small propeller-driven aircraft used by individuals. The private plane seats 5 with little problem.

Corporate Jets represent the more modern turbo-prop jets that more powerful corporations use for their top executives. Corporate Jets have a crew of two and may carry up to 20 people in comfort.

The Military Jet is the modern fighter of the skies, laden with electronic detection gear and weaponry. Military jets carry machine guns (alternately lasers), as well as multiple missiles with launchers in the jet itself (missiles would be separate purchases). Example: F-22, Mig-29.

Commercial Jets include the large jet-driven aircraft, such as the DC-10, the Tristar, and the 707s and 747, as well as cargo planes. A Commercial jet can carry upwards of 100 people. Cost varies between cities, but for flights in the same country, cost is Typical, and Good for international travel. Example: Airbus, C-141.

Blimps include everything from the Hindenberg to the modern airships that advertise for tire companies. Blimps may remain in place (0 movement) without danger of crashing, but unlike other aircraft, are more susceptible to winds. Blimps may take off vertically or horizontally. Early airships used explosive hydrogen for lifting (Amazing Hexed explosion if ignited), but helium is universally used today. If the Body of the airship is reduced to Shift 0, the craft does not have enough lift to remain aloft, and will crash. Finally, blimps include both balloons and those airships with an internal frame –the latter are properly called dirigibles.

Traffic Copters are fairly common in the airspace over American cities, and this type also includes private vehicles and medivac copters as well. Helicopters have VTOL ability (Vertical Take-off and Landing), and as such may drop to 0 speed without losing control.

Battle Copters are heavy-duty versions of the Traffic Copter, and sometimes can carry a squad of 15 men plus crew. They are often armed with Machine Guns (alternately lasers) and missiles. All Copters have VTOL abilities, and may hover in place. Example: UH-60, AH-64.

WWI and WWII planes are still available in some countries, among collectors, and in the possession of nut-cases like Arcade. WWII planes include a variety of fighters, including the Corsair, the Spitfire, and the Zero. WWII bombers include the large, punishment-taking craft like the Flying Fortress and Junkers bombers. WWI planes consist of light, fragile craft including the Spad, the Neuport, the Fokker triplane, and the Sopwith Camel.

VTOL Jets exist in several air forces, and have been used with efficiency by the RAF in the Falkland war. VTOL jets have the capabilities of jet fighters, with the added ability to hover and take off vertically. Example: Harrier.

The Ultralight is a small glider powered by a gasoline engine. Its mylar wings make it incredibly fragile, and it offers little Protection to the rider. It is, however, relatively inexpensive, portable, and makes little noise.

Gliders include hang gliders and paragliders (parachutes designed to allow the wearer to steer). Gliders normally fall 3 floors per round, but can travel 6 areas in that time. Individuals skilled in gliders can rise by use of thermals (columns of warm air, usually found over desert and parking lots) at a rate of 1 floor per round, but this requires a Control ability check.



An Autogyro is a small, one-man plane similar to the ultralight, but is a relative of the helicopter. The Autogyro has VTOL abilities.

Air Car represents all one-man vehicles that float by means of electro-magnetic field, columns of air, or gravimetrics. These vehicles are generally better for moving vertical distances than linear ones, and as such rise 10 floors in a single round. Air cars have VTOL abilities.

The best example of a Skymobile craft was originally designed for Hawkeye, and has become a standard piece of equipment for the West Coast Avengers, as that sunny climate is more conducive to the exposed nature of the craft. It is an airborne motorcycle with VTOL capabilities, and can lift upwards of half a ton.

Flying Car represents the model used by S.H.I.E.L.D. as a standard vehicle. While on the ground, it has the capabilities of a Ground vehicle, and has the Control and Speed listed only when airborne. (Body remains same in both cases.) The S.H.I.E.L.D. flying vehicle is armed with a forward Stun Cannon and a rear LAW, the latter of which occupies most of the trunk space.

Quinjet, designed by the Wakanda Design Group and built by Stark International, represents a durable long-distance vehicle used by the east and West Coast teams of the Avengers. It seats 7, including a crew of 2. The vehicle has VTOL abilities, but was until recently launched by a catapult that flung the craft over Central Park.

Concorde represents all versions of supersonic passenger craft, which includes a Soviet version and an American SST which never got off the ground. Used for long-distance hauls of 200 + passengers, travel from Paris to New York is a Good cost.

The Omni-Jet, built through Canadian contractors for use by Alpha Flight, is that team's version of the Quinjet. It seats seven and has VTOL abilities, and is capable of hovering in place. The team currently has only a single OmniJet, though more are being contracted for.

The Pogo Plane was one of the first VTOL craft, and was designed by Reed Richards. It differs from most other VTOLs in that it lands and takes off in a vertical position (hence its nickname). The plane seats four. Unlike most other VTOLs, it cannot hover in place.

The Fantastar is another of Richards' designs, and serves its purpose as a short and medium range carrier. The Fantastar seats six and the two side seats are small miniplanes that may break off from the mother craft and move separately. The craft have the following stats: Control: Rm, Speed: 5/Ty, and Body: Ty.

Blackbird is the name of the X-Men's aircraft. A relative of the effective SR-71 spyplane, the Blackbird has been modified by alien (Shi'ar) technology to its present state. It will seat ten, and carries no weapon. The Blackbird, as result of its Shi'ar modifications, is capable of VTOL, though others of that type are not.

The Space Shuttle represents those near-space reusable craft similar in design to those operated by NASA and some private industries. In the atmosphere, the Shuttle has the attributes of an aircraft. The shuttles are designed only to reach near space, the realm of most satellites. They cannot reach the moon.

The Lunar Shuttle, of the type used by the Inhumans, allow travel from Earth to the moon or a similar distance. In the atmosphere, the vehicle depends on a powerful retroengine to land safely.

The stats provided for the Space Ship are for a generic type, used by most interstellar civilizations of one kind or another. There are a number of different types with different armaments, and when a specific kind of ship is used, its stats will be provided. Armament varies as well and usually but not always includes several laser cannons. Space ships have 1 or more compartments, depending on size.

The Raft represents the simplest of the water vehicles, no more than the floating of bound logs or wreckage. It may be propelled by oars or by wind power, neither with any great efficiency.

The Rowboat includes all those oared vehicles designed for that purpose (as opposed to rafts, which may be jury-rigged). Rowboats are moved by oar power, and include rowboats as well as canoes and life rafts. Rowboats hold upwards of 20 people in the latter case, though 4-5 is the more normal number.

The Sailboat includes all manner of small sailing vehicles, including the sunfish and sailfish craft that dot the waterways. For all sailing vehicles, the speed is increased one area when moving in the same direction as the wind, and moves half the listed speed when moving against the wind.



The Racing Sloop is the larger, ocean-going sailboat that is used for long-distance runs. The Sloop may have an engine as well (motorboat stats). Seats up to 5 comfortably.

The Motorboat is the standard rowboat with a motor attached. It includes shuttles, dinghies and other small craft.

The Yacht is the large pleasure craft version of the motorboat. Most carry up to 10 in comfort, and have all the comforts of home.

The Speedboat is the more streamlined, powerful version of the motorboat. It is used as a pleasure craft, and also for missions requiring quick entrance and exit. Seats about 4 comfortably.

The Patrol Boat includes those craft of the harbor patrol and Coast Guard, as well as small military craft. Most are armed with one piece of light artillery, 1-3 machine guns, and carry a crew of up to 10.

The Hydrofoil is among the fastest of watercraft. It attains its high speed by rising above the water on skis, reducing the drag from the boat in the water. The disadvantage is that any successful attack on the hydrofoil results in a Control ability check to see if control is lost. If control is lost on a Hydrofoil at greater than Typical speed or xx areas per round, the craft will crash into the water.

Jetskis are small one-man sea equivalents of the snowmobile. Some may be modified to carry weapons, and others have been modified to give flight and underwater abilities.

Ocean Liners include the modern cruise ships and the passenger liners of the days of the Titanic. They are compartmented to prevent sinking in case of being holed (40 compartments). The Ocean Liner carries upwards of 300 people. Cost of a typical cruise is Good Passage across the ocean on a less-than-class line (read: tramp steamer) is Typical.

Destroyers include all military ships from the patrol boat up to the battleship. These craft have 20 compartments, and carry a crew of about 150 trained seamen. Most destroyers carry between 0-3 pieces of heavy artillery and 1-4 pieces of light artillery, though most of the more modern ones have been equipped with missiles.

Battleships are the floating platforms for the big guns, the super-heavy artillery. All the dreadnoughts from WWI and battlewagons from WWII fit into this category, but their use is reduced in the modern navy, replaced by the aircraft carrier. There will be 2-4 super heavy artillery pieces, 4-6 heavy artillery on the ship. The ship is compartmented (40 compartments) and carries upwards of 1000 men.

Aircraft Carriers are aircraft-bearing ships (aircraft available separately), and are armed with missiles as well. Similar to battleships, the carriers have 40 compartments and carry more than 1000 men.

Submarines run the gamut from WWII U-Boats to modern craft armed with powerful missiles. The "standard" sub is armed with 8 missiles, and in addition carries a supply of about 20 torpedoes (treat as undersea missiles). Modern subs have 5 compartments and carry about 50 men.

Mini subs are one or two-man craft that may be launched from specially designed ships. These subs are faster and more maneuverable than the larger Submarine, and are armed with missiles or laser-rifles.

Other Equipment

The following list includes some common tools or equipment used by characters found in Table 6-5.

Fire Extinguishers inflict no damage normally, but against fire are of Excellent ability rank in its ability to eliminate fire. It has a Maximum Effective Range of 1 area.

Fire Hoses have the same properties as a Fire Extinguisher as listed above with Incredible ability rank, and has a Maximum Effective Range of 4 areas. When used as riot control tools, it

Table 6-5: Other Equipment

Item	Price	Notes
Fire Extinguisher	Pr	Ex ability rank
Fire Hose	Ty	In ability rank
Silencer	Ty	-1 area range
Scope	Pr	+1 to attack
Sniper Sight	Ty	_ range penalty
Infrared Goggles	Ty	See heat sources
Polarized Lenses	Pr	Gd ability rank
Mace	Fe	Ty rank tear gas
Gas Mask	Pr	
Asbestos Suit	Ty	Rm vs. flame
Radiation Suit	Gd	In vs. radiation
Flack Jacket	Ty	Ty vs. physical
Beta Cloth	Gd	Ty vs. physical
Flare Pistol	Pr	Gd flame dmg
Handcuffs	Fe	Edx material
Scuba Gear	Pr	2 hours air
Unstable Molecules	Ex	



may inflict 10 points of blunt attack damage and may be used as a Wide-ranged attack, in lieu of streamed attack.

A silencer is a device that may be added to a pistol or rifle that fires conventional firearm ammunition. The silencer operated by dispersing the gases from the shot that creates the crack of the gun. Using the silencer reduces the weapons range by one. The target (and all those in the general vicinity) must succeed at an Observation check to hear the shot and know its location.

A Scope is a device that may be attached to most man portable weapons that enable the shooter to better track the target. Scopes add a +1 to the attack roll.

Sniper Sights are built into Sniper Rifles and Target Pistols. They half ranged penalties when used properly. Its use is considered illegal.

Infrared Goggles allow a wearer to see heat signatures (and therefore the ability to see in the dark) up to 15 areas away. They are considered Good ability rank heat detection

Polarized Goggles are devices that protect the wearer's eyes from bright flashes and lights. If exposed to bright light, they darken for 1 round, then lighten to allow normal vision. They are considered Good ability rank protection.

Mace is a small one area ranged weapon that requires a successful ranged attack roll. If the mace strikes, it forces the target to make an Endurance ability check as if struck with tear gas that lasts d6 rounds.

Gas Masks allow the wearer to breathe and act normally in conditions of tear gas or knockout gas. Gas Masks also offer limited protection to more deadly airborne agents such as nerve agents, blood and blister agents. It does not protect the rest of the body and does not clear vision. Wearers are -1 to attack while wearing a gas mask.

Asbestos Suits are flame retardant suits used by Fireman and others whom deal with flame and high temperature situations on a regular basis. It provides Remarkable protection to flame and heat. A wearer's Speed is reduced by one, and the maximum Agility Rank Bonus possible is +2 while the suit is worn.

Radiation Suits are used by technicians and scientists who are expecting to be exposed to high levels of radiation. Lined with lead, the suits offer Incredible protection to radiation. A wearer's Speed is reduced by one, and the maximum Agility Rank Bonus possible is +1 while the suit is worn.

Flack Jackets are worn by police and SWAT teams in special situations and occasionally criminals. These jackets provide Typical protection to physical attacks. A wearer's Speed is reduced by one, and the maximum Agility Rank Bonus possible is +2 while the suit is worn.

Beta Cloth is a light-weight material worn by agents of SHIELD. It provides Typical protection to physical attacks and Excellent protection to flame/heat and radiation. A wearer's Speed is reduced by one, and the maximum Agility Rank Bonus possible is +3 while the suit is worn.

Flare Pistols fire a burning charge into the sky as a beacon or for purposes of illumination (lights 4 square Hexes). Used as a weapon, the device has a range of 6 areas and inflicts 10 points of flame (energy type) damage for d6 rounds or until extinguished. A flare gun used as a weapon in this manner is -1 penalty to attack. The charge is incendiary and will ignite flammable material.

Handcuffs are standard restraining devices used by police forces and Mistresses all around the world. They are made of excellent material.

Scuba Gear allows the wearer to breathe tanked air for 2 hours, and as such may dive to moderate depths in the ocean. The hoses and mask are made of Poor material, while the tanks are made of Good material. If punctured, the tanks will explode for 30 points of damage to all within the Hex in a blunt attack.

Unstable Molecules are a discovery of Reed Richards, and are used to provide clothing and uniforms that will adapt to the abilities and size of the character. Unstable molecules provide no additional protection to the wearer, but will allow the use of super-powers without ill effect. The uniforms of most well-taken-care-of heroes are made of this material.

Building Things

Despite the wide variety of items that are offered in the earlier sections, players will often want to have tailor-made items to fit their needs. These items may be more powerful, have better or different powers than the original, or be something totally outside the realm of normally available items. This section deals with building items and modifying existing items, both over a long period and upon demand (the latter is known as kit bashing). Note: Hi-tech heroes rely on devices, whether magical or technological in nature, to provide their super-human abilities. These items possessed by the hi-tech hero at the start of the campaign are not affected by the rules herein. Hi-tech abilities are increased and modified as for any other heroic character.

The key requirement of building an item is its Effective Cost. Effective cost determines:

- The Resources required to make an item.
- The amount of time that must be spent to build an item.
- The amount of Karma required to build the item.

A hero may attempt to build a device that has a higher effective cost than his Intelligence. The Effective cost of the device has no bearing on the complexity; the complexity rank of the device being built is a value that the inventor must succeed against when determining success, and is arbitrary assigned by the Judge. This determination should be inline with guidelines of Intelligence rank potential.

Effective cost is determined in the following fashion. Take the highest applicable rank number for that item, and adjust it up or down up to two ranks based on the relative difficulty to build the device in question. Some of the questions a Judge should ask themselves (and the players) could include:

- Are there off-the-shelf components that can be used in the item construction?
- Are there special handling considerations while building the item (such as a dangerous Plutonium power plant)?
- Is the item extremely large or extremely tiny?

This gives the effective cost for all types of items.

What is an applicable rank, anyway? It is one of those ranks that define the performance of the item.

- In the case of vehicles, applicable ranks are Control, Speed, Body, and Protection
- In the case of weapons, applicable ranks are generally Damage, Range, and Material Strength.
- In the case of items that enhance abilities (such as power suits), applicable ranks are those abilities that are modified, and the material Strength or Body Armor.
- In the case of robots and other artificial beings, the applicable ranks are the listed abilities and any additional Power ranks.

In the case of all other things, the applicable ranks are material Strength and Power ranks involved. The more an item does, the more applicable ranks it involves, and the more it will cost to build.

Special Requirements for Inventions

Often a device may require a specific item to work properly. This is a Special Requirement. The special requirement is set up for the Judge as a safety mechanism to prevent too many wonders of technology from floating around, and to provide a base for hero (and villain) adventures.

Devices that have an effective cost under Remarkable rarely need a special requirement. Those with an effective cost of Remarkable or higher may have one special requirement, while those of Monstrous or higher effective cost will always have at least one special requirement.

Special Requirements are set by the Judge as specific items for completion of the work. The special requirement may be a particular circuit, a secondary invention required to make the item work, a new method of producing an item, a special alloy or substance with specific unique properties, or an existing device to use as a model.

Once effective cost is calculated, the character(s) involved make a Resource ability check. This check may be out of one character's pocket, a combined check if two characters have Resources within one rank of each other, or as a result





of using Contacts with sufficient Resources to create the device. The Resource ability check is an opposed check vs. Effective cost, DC 14. If the Resource check fails, the hero may not make another attempt before the next week. Cost is not prohibitive, but the character does not have the money right now.

Time and Building Things

The effective cost determines the time it will take in days to complete the product, assuming normal working conditions. The rank number of the effective cost rank is the number of days the project will take (an item with an effective cost of Typical would take 6 days, one of Unearthly 100 days).

The time represented is for one man, working alone, with regular stops for eating, sleeping, and other necessities. Conditions may reduce the time according to the situation:

If the inventing character (the one whose Intelligence will be used to make the ability check to determine success) has aid (a lab assistant), the time is halved. If the inventing character's assistant has a Intelligence within one rank of the inventor's, then the time to completion is quartered (this is why brilliant scientists always seem to have searched out equally brilliant, but often morally corrupt, lab assistants).

If the inventor works straight through, time is again halved. An inventor along with his brilliant lab assistant of equal Intelligence, working around the clock on a project of Excellent effective cost (20 days normally) would complete the project in 2 and a half days. Working straight through indicates other short-cuts, as well as a lack of attentiveness to details, and increases the Intelligence difficulty check by +4.

Work performed by NPCs based on the player character's requests or designs will always take the maximum amount of time. This includes situations where the hero has hired or persuaded someone else to do the work. A hero may only work on one project at a time, though he may have several inventions being developed by others.

Karma Requirements

Building items costs Karma. Because it isn't cheap, most Hi-Tech scientists encourage their friends to create a Karma Pool and contribute the Karma that may be used to pay for the creation of items. It costs the Effective cost rank number in Karma to build an item.

Success and Failure

When all the requirements have been met, and the scientists are finished with their device, they can flip the switch to find out if it works. Some circumstances may increase or decrease the odds of success such as:

+2 bonus for assistant (Intelligence rank of assistant at least one rank lower than primary)

Bonuses for Talents (the bonus varies from character to character)

+1 bonus if device existed previously (was a failed experiment or a kit-bash)

- -4 penalty for rushing (note that this has been previously discussed, and should not be compounded)
- -1 penalty for each special requirement of the invention

The Intelligence check is made against the complexity of the device, determined by the Judge. The complexity could be higher or less than the Effective cost rank. Essentially, the Effective cost of the device has no bearing on the complexity. For example, some devices, such as a Self-Propelled Gun, would have a relatively high Effective cost, but have a low complexity rank. The amount by which the Intelligence check succeeds by (or fails by) determines the degree of success:

- Beats the DC by 10 or more: Success! The device does exactly what it was designed to do.
 - Meets or exceeds the DC by 9: A good working prototype. It operates at a rank level lower than expected, or has some unexpected quirk until fine-tuned. Fine-tuning requires d10 days.
 - Fails the DC between 1 and 9: It flies, Wilber, but not for long. It operates at a rank level lower than expected, and has some unexpected quirk. The device will only operate for d10 rounds. Failure may result in its destruction or damage, depending on the situation. To correct the problem, start again. Resource ability check is not required, but the amount of time is the same, and a special requirement may be necessary
 - Fails the DC by 10 or more: You missed something, but a double check might show what it is. Start again. Resource ability check is not required, but the amount of time is the same, and a special requirement may be necessary.
-



Kit Bashing

All of the above is very good when you have a lot of time on your hands, or have others helping you, but what happens when the evil world-conquering Terminus is knocking on your front door uninvited?

You start Kit-Bashing – taking what is available and working with it to get something that will save the day (insert A-Team theme song here).

Kit bashing is conducted similarly to normal invention, but at a highly collapsed timescale, and at a reduced cost of Karma. A kit-bashed device requires only the Effective Cost rank in full-round turns to build, and at tenth of the cost of Karma a normal invention of this type would cost. For example, Reed Richards has laid out the groundwork for a Magnetic Repulsor Cannon with an Effective Cost of Amazing. This device would take him 50 days at the expenditure of 50 Karma. Of course he could find ways to speed up the completion date, but would still spend 50 Karma. Reed learns that Dr. Doom has created a devastating robot that he has unleashed on New York City. Reed thinks his new invention is the key to stopping the monstrosity, so he kit-bashes the device. It will take him 50 full-round turns to build, and cost 5 Karma. Although the device is now a one-shot use device, he knows he can still finish the work he began on it in earnest. After defeating the rampaging robot, Reed takes his now non-functioning Magnetic Repulsor Cannon to the lab and complete the work required to finish it.

Kit bashing may be used to rush a project to completion. If you are on day 5 of an anti-Skrull product requiring 10 days and the Skrulls invade, you can complete the project in 5 turns by kit bashing. If any part of the device is kit-bashed, the entire device suffers the effects of kit bashing.

Kit-bashed devices successfully operate as for standard inventions using Intelligence ability checks, but will only operate for a short time before becoming inoperative. The amount of time could be a one-shot use, d10 turns, or for a gaming session; the Judge makes this decision with the interest of the story and suspense in mind. Most inventors also know that some devices become inoperative in particularly spectacular fashions. If the inventor can salvage the pieces, he will receive a bonus on future ability and checks to duplicate the device.

Karma for kit-bashed devices may be pulled from any sources available to the inventor, including his own fund of Karma, and Karma pools he belongs to. Allies of the inventor may contribute their Karma as well, if they are assisting.



Appendix

Powers

The following is a description of the Powers available to generated characters. These summaries are general descriptions of the Powers. Specific heroes native to the Marvel Universe may have their own specialized versions of these Powers. Some powers require a Power ability check to succeed.

Reactive Powers: When used during retaliation, these powers initiate before the original attacker's strike impacts.
Example: Teleportation, Force Fields.

Ability Increase

Some heroes Primary Abilities are so high that they are a power in their own right. Colossus' Strength, Spiderman's Agility, and Reed Richards' Intelligence are good examples of high Primary Abilities. A character that rolls an Ability Increase replaces the old value with a new value generated from Column F.

Primary Abilities

Strength
Agility
Endurance
Intelligence
Psyche
Charisma
Intuition

Resistances

Resistances are powers that protect the hero from specific forms of attack, such as fire, cold, radiation, or toxin. All damage caused by that type of attack is reduced or negated, according to the type of Resistance.

Resistance to Fire and Heat: All damage from fire and heat-based attacks are reduced by the Power rank number. Fire of less than this Power rank has no effect on the hero. For example, a hero with a Resistance to Fire/Heat of Amazing rank could walk through super-heated steam of Incredible rank without ill effect.

Resistance to Cold: All damage from cold-based attacks is reduced by the Power rank number. Ice and cold damage of less than this Power rank may be ignored. Physical items made of ice may still affect the hero. A hero with Resistance to Cold would not be easily frozen by Iceman, but could still be hit with a club made of ice.

Resistance to Electricity: All damage resulting from electrical-based attacks is reduced by the Power rank number. Electricity of less than this Power rank is ignored by the hero. The hero must decide if this Power is conductive or non-conductive in nature. Conductive resistance allows energy to pass through the hero into those the hero is touching (like a copper wire). Non-conductive resistance stops the energy at the contact point, allowing those being touched or held to be unharmed (like rubber insulation).

Resistance to Radiation: All damage resulting from radiation-based attacks, including but not limited to X-rays, alpha and beta particles, and gamma rays, is reduced by the Power rank number. Energy attacks resolved on the energy effects critical table used by super-powered individuals may be so reduced (i.e.: this resistance would provide protection from Captain Marvel in X-ray form, but not from Radioactive Man's force-based attacks). Any radiation of a lower Intensity than the hero's Power rank has no effect on the hero.

Resistance to Toxins: This Power rank is always a minimum of one rank greater than the hero's Endurance rank (if the random roll sets this Power as less than this stated minimum, it is raised one ability rank higher than their Endurance rank). This rank is used instead of Endurance for all Endurance ability checks involving poison, and is not reduced by damage or effects of poison. Losses of Endurance ranks never affect the powers ability rank. The power rank bonus is considered minimum of the ability rank in question, by default.

Resistance to Corrosives: This resistance reduces the amount of damage from acids and other caustic agents, including but not limited to rust, rot, acids, salt deterioration, and destructive microbes. The hero with this Power may ignore acids and corrosives of less than this resistance's Power rank number, and may reduce damage from higher level acids by the Power rank number.



Resistance to Emotion Attacks: This Power rank will be no less than one rank higher than the character's initial Psyche, and should be one ability rank higher if a lower rank is rolled. Any Emotion-related attacks that affect Psyche must overcome this rank as opposed to the Psyche of the individual. The power rank bonus is considered minimum of the ability rank in question, by default.

Resistance to Electronics: This power reflects the ability to avoid electronic detection and defend against attempts to be controlled by electronic means. This provides Power rank Invisibility against such detection efforts as Radar and Sonar, as well as any other electronic detection types like Infrared and Motion-Detection, through electronic means. It also grants Power rank Resistance to hackers or, if the character is in a powered suit of armor, to outside override attempts.

Resistance to Mental Attacks: All damage from psionic based attacks is reduced by the Power rank number. Psionic damage of less than this Power rank may be ignored. This type of mental resistance provides defense against psionic attacks that inflict point damage, and is not effective against domination, or other mental effects.

Resistance to Magical Attacks: This resistance is similar to that of Resistance to Emotion Attacks, but is used against attacks that affect the Psyche from magical and extra-dimensional sources. Further, all magical damage-inflicting attacks are reduced by this Power rank number. This Power rank will be no less than one rank higher than the character's initial Psyche, and should be one ability rank higher if a lower rank is rolled. Any Emotion-related attacks that affect Psyche must overcome this rank as opposed to the Psyche of the individual. The power rank bonus is considered minimum of the ability rank in question, by default.

Resistance to Disease: The individual with this resistance is less susceptible to disease than other heroes with the same Endurance rank. Included are common diseases, as well as the effects of biological warfare and vampirism. The individual's rank in this Power is no less than one rank above the individual's Endurance rank. Any roll of less than that rank should be raised one ability rank higher if a lower rank is rolled. The power rank bonus is considered minimum of the ability rank in question, by default.

***Invulnerability:** The hero with this Power is totally unaffected by one or more of the attack forms listed above. The initial choosing of Invulnerability counts as two powers, but every additional choice in Resistances may be changed to Invulnerability. For example, a hero being generated picks up Invulnerability to Fire, counting it as two slots. She then gets another resistance, and chooses Resistance to Cold. She may then choose to be Invulnerable to Cold instead at no additional cost.

Senses

Powers in the Senses category are those that permit the hero some exotic method of detection, either by protecting or expanding the existing senses, or providing senses that outstrip the limits of other normal senses.

Protected Senses: One or more of the hero's basic senses are protected from attack. The hero ignores potentially damaging attacks of less than or equal to the Power rank level. In mundane cases, this considers the effects of specially polarized goggles that prevent being suddenly blinded by high Intensity light, or earplugs or headgear that reduce the effects of sonic attacks.

Enhanced Senses: One or more of the hero's five normal senses (hearing, sight, smell, touch, and taste) is increased to the Power rank level. This Power rank will be no less than one rank higher than the character's initial Intuition, and should be one ability rank higher if a lower rank is rolled. The power rank bonus is considered minimum of the ability rank in question, by default. Use this rank instead of Intuition for observation checks and initiative. These extraordinary senses are more vulnerable to attack, and as such, attacks against them easier or have greater impact. In game terms, this can mean a +2 modifier against the hero with the power. Examples of such attacks include bright lights for sight, sonic attacks for hearing, traps activated by touch, or knock-out gases for smell. Examples of enhanced senses include: 360 degree vision, Telescopic, and Microscopic vision, Acute hearing (beyond human sensitivity levels), ultra-sensitive scent awareness, etc.).

True Sight: This power allows the character to see through illusions and visual deception from altered appearances with an opposed Power rank ability check vs. the rank of the opposing power. True sight also discerns invisible characters and astral aberrations with Power rank ability.

Penetration Vision: This power does not increase the hero's level of awareness, but allows the hero to see through materials and objects. When a hero attempts to see through a material, the character must make a Strength Ability check with the Power rank vs. the material rank. Failure means the material is too dense, too thick, or both. The hero



may choose a material type (with a material Strength of Remarkable level or less) that automatically shields penetration vision for an increase of +1 Power rank level at character creation.

Clairvoyance: The hero with this ability can see in another location from which he otherwise would not be able to see. Typically, the power Clairvoyance spans great distances and usually grants the hero an isometric top-down view of a place, person or thing familiar to him (referred to as a focus). The standard Power Ability check of DC 12 is required for success, although the DC increases as the difficulty increases (based on the familiarity of the focus and the distanced covered). This power does not enable the hero to hear sounds.

Clairaudience: Similar to Clairvoyance, the hero with this ability can hear in another location from which he otherwise would not be able to hear. Typically, the power Clairvoyance spans great distances and usually grants the hero first-person clarity of the sounds around a place, person or thing familiar to him (referred to as a focus). The standard Power Ability check of DC 12 is required for success, although the DC increases as the difficulty increases (based on the familiarity of the focus and the distanced covered). This power does not enable the hero to see the area.

Infravision: The individual with this ability can see in the dark. In most normal darkness, this sight range is 15 areas. This Power has a rank because there are potentially high-intensity darkness that may foil this Power (Example: The Darkforce). If the Intensity of the darkness is higher than the ability rank of the infravision, sight is limited to only the immediate area (1 area).

Cosmic Awareness: The hero possessing this Power is in tune with the universe to some degree, allowing him to perceive other powerful entities and to detect weaknesses in opponents. Individuals with Unearthly primary abilities or better within 10 miles of the hero will always be noticed by the hero as a free action. In addition, making a Power ability check DC 12 with this Power (requiring an action) allows the user to gain a +2 bonus to attack against an opponent by finding the weak point in an opponent or structure for the duration of the encounter.

Combat Sense: This Power duplicates the Special Qualities Lightning Reflexes and Uncanny Dodge.

Computer Links: The character with this Power may communicate with and retrieve information from computer systems with Power rank ability. The hero must be able to access the computer in some way. If attempting to break into a new computer, compare this Power rank with the Intelligence or complexity of the computer or mechanical being. This Power also allows the reprogramming of simple robots (but not Player Character robots under normal circumstances). The power to retrieve data is nearly instantaneous, where standard data retrieval could take hours.

Emotion Detection: The hero can detect emotion in others with Power rank ability. This Power may be a limited form of Empathy, or merely the ability to catch the subtle physiological clues that indicate a person is under stress, lying, or worried. For targets trying to conceal their emotional state, success with an opposed Power ability check verses the targets Psyche indicates the hero detects only the target's emotional state, not the cause of it. (The target may be lying, but the hero with this Power is able to detect only that the individual is worried, the heartbeat pattern is up, etc.) Targets who are not actively attempting to conceal their emotions require a Power ability check DC 12. Detecting non-human emotions -- those of robots and aliens, for instance -- require a Power ability check DC 17 (unless opposed).

Energy Detection: The hero with this Power is able to identify specific types of energy and track energy trails. The hero can identify the general "type" of energy (particles, x-rays, light, exhaust of a nuclear engine, etc.) with Power rank ability, and can track the energy trail of that specific type with Power rank ability per hour. Faint trails or common types of energy with confusing patterns may require more difficult Power ability checks at the Judge's option.

Magic Detection: The hero with this Power can detect magic. When magic is in force around the hero, make a Power ability check DC 12. A success indicates recognition that there is magic in the area. Beating the result by 5 or more indicates the individual or individuals involved in the magic. Beating the result by 10 indicates the type of spell or magic involved. Spells that mask or mislead the spell-casting require opposed power ability checks.

Magnetic Detection: The hero with this Power can detect the magnetic field of Earth (and likely other planets as well), as well as aberrations of that field (created by large iron deposits, huge electro-magnetic doomsday devices, etc.) with Power rank ability. It is difficult for a hero with this Power to become lost.

Mutant Detection: The hero with this Power is attuned to the specific mental radiation given out by mutants. The range is dependent on the Power rank of the individual. This Power reflects the conscious (as opposed to unconscious) will to detect mutants.

Psionic Detection: The hero with this Power is attuned to exceptional mental radiation in general, and as such can detect the use of paranormal abilities including mind-reading, thought-casting, mental control and attacks, whether by



technological or of mutant origin (but not those of magical origin). The hero can detect these abilities only when they are in use, by making a Power rank ability check DC 12. Make a check each round the hero is in range of psionic activity until the hero makes the ability check or psionic activity ceases.

Astral Detection: The hero with this Power can see the forms of creatures operating in the astral plane, including ectoplasm of those adepts who can astrally project. This is an automatic ability; the individual can always recognize that an astral form is nearby. Use the Power ability check to determine if the individual can note the features of the astral individual, such that the individual can be recognized or later identified.

Movement Powers

As the heading notes, all powers within this section influence the character's ability to move, whether by expanding the existing abilities, or providing new capabilities. It is up to the player, when creating his character, to create the basis for how the hero has the given ability. Flight can be accomplished by a number of methods. If a character flies by wings, what happens when those wings are impeded? If a character has rocket-boots, what happens if a foam-gushing arrow clogs the boots?

Flight: The hero with this Power can move through the air under his own power. The method of flight (wings, rockets, unconscious graviton manipulation, etc.) is left for the player to define, though it should be defined before play begins. Agility is used to determine actions while flying, such as changing course and maneuvering. Winds (including wind Powers) of greater rank than the hero's Power rank will cause the hero to lose speed. The character's speed is determined by the Power rank of the individual. On a battle grid, a character's speed is determined by the Power rank of the individual, although the Judge may increase or decrease this rate as he sees fit. A character with this power rolls its initial Power Ability Rank on Column D of Table 1-10.

Feeble: 3 areas per action
Poor & Typical: 4 areas per action
Good & Excellent: 5 areas per action
Remarkable – Amazing: 6 areas per action
Monstrous – Unearthly: 7 areas per action

Gliding: The hero has the ability to glide, dropping 1 story (10 feet) at the end of every turn spent in the air. The distance covered per turn is set by the Power rank as for flying. The Gliding hero cannot climb, but can maintain level flight by making an Agility check DC 15 (failure indicates loss of 2 stories (20 feet)). The Judge and player determine the method of gliding. The gliding Power may be severely affected by winds, and winds of greater level than the glider's speed may halt, down, or move backward the hero who glides. A major advantage gliding has over flight is the absence of noise that some flight devices generate while in operation; the bonus to sneak checks will vary by situations.

Leaping: The hero with this Power can leap great distances. Use the Leaping table, Table 3-15, replacing Strength with this Power rank. This Power rank will always be at least one ability rank greater than the hero's initial Strength. If a lower rank is rolled, raise it to this minimum.

Wall-Crawling: The hero can move along vertical and upside-down surfaces as if they were normal surfaces. This Power rank indicates how strong the adhesion is (the mechanism -- suction cups, atomic field suppressors, etc. -- is left to the player). The hero will use the Power rank to determine the ability to stick, according to the difficulty class of the slipperiness of the surface. Some DC examples:

Ordinary Brickwork	Fb, 7
Ordinary Concrete	Pr, 9
Glass and Iron	Ty, 11
Steel Alloys	Ex, 13
Surface Coated with Oil	Rm, 14
Non-stick Surface	In, 16
Frictionless Surface	Un, 35

***Lightning Speed:** The hero with this Power can move at super-speeds equal to the Power rank of vehicular movement, instantly accelerating and decelerating to that speed. Lightning Speed is assumed to apply to ground movement, but may be applied to any of the following Powers, if the hero has them in his possession: Flight, Gliding, Wall-crawling, or Digging. Characters with Lightning Speed can turn at maximum speed without penalty, and gain a bonus to dodge of half the Power ability rank bonus. On the battle-map, a character with Lightning Speed gets actions at a 2:1 (for power levels up to Incredible) or 3:1 (for power levels above Amazing) ratio. A character may make only one ratio action per turn. For example, Speedster, who has Lightning Speed at Amazing +8, gains a +4 bonus to dodge, runs on the ground at about 600 mph, and may make three regular actions with no penalty. If Speedster makes two attacks (assuming he has enough combat levels), he makes 4 actions at a -2 penalty.



*Teleportation: The hero with Teleportation Power can move instantaneously from point to point without physically crossing the distance between. The exact method of this crossing is left to the player and Judge, but generally in the Marvel Universe it consists of the character entering another dimension, moving through that dimension, and returning to another location. Nightcrawler, Magik, Sidewinder, and Cloak all have different methods of teleportation, but all operate by this mechanism. Each time the hero teleports, make a Power ability check DC 13. Missing the DC by 5 or less indicates the hero arrives at his or her location, but is disoriented by the experience, suffering the effects of clobbered for an entire turn, starting immediately. Failure by more than 5 indicates the power did not operate, and that action is lost. Teleportation is a reactive power, and operates before an attacker's strike impacts.

If the Hero teleports into a solid object (because he was unaware of its presence, or rolled a critical failure), make an Endurance ability check DC 15. Failure results in an automatic critical edged damage equal to the material Strength of the object teleported into. When a character teleports into another character, both characters involved take the other character's Strength rank number as automatic critical edged attack damage. Success indicates another, random (Judge-determined) 'port, with the hero being stunned for 1-10 rounds.

Possible Power stunts include:

- A version of multiple attacks, by which the hero teleports quickly from place to place, both dodging attacks and faints and parrying to do damage to one or more targets. In combat terms, the teleporter has made teleporting a free action, using other actions to attack or move, or both. The teleporter may not use this power stunt on retaliation.
- The teleporting hero carries either all individuals in his hex or someone the hero is touching up to his Strength limitations (these differences are discrete Power stunts). Those carried or teleported from an area by a teleporter must make an Endurance ability check DC 15 or suffer the effects of clobbered for a number of rounds that the ability check failed by.

Levitation: This Power allows the hero to move vertically unaided, and usually has a magical or mental origin. It does not allow true flight, but is immune to the effects of wind or air control Powers, unless the hero with the Power so chooses. The hero with the Power moves vertically a number of floors (or areas) determined by the Power rank as described in the power flight. In a pinch, horizontal movement is possible by pushing off from other surfaces, or levitating while moving.

Swimming: All heroes are assumed to be capable of swimming (or at least remaining afloat and treading water) if free of impediments (an inability to swim would be a minor limitation). The Swimming Power shows that the hero can move through the water at high speeds, as in the Lightning Speed Power applied to water speeds. This Power does not negate the need to breathe, but the hero who gains it may choose Water Breathing as a Bonus Power without a roll.

Climbing: The hero with this Power can scale vertical (but not upside-down) surfaces as if possessing the Wall-Crawling Power. The surface must have sufficient handholds or cracks (even those of mortared bricks will do). In addition, the hero can move through tangled pipes, vines, and other areas that require manual dexterity using this Power instead of the hero's Agility.

Digging: The hero can move below ground by digging a tunnel. The hero may choose Claws as a Bonus Power if he has this Power. The character may move at their normal speed, but must move at half their speed if the hero is digging a tunnel well-supported enough to allow others to follow (otherwise the tunnel collapses behind the hero as they dig). The hero may dig through materials of lower material Strength rank than his Power rank, but not those of equal or greater rank.

*Dimensional Travel: This Power allows the character to break through into other random dimensions. The hero does this automatically, but must make a Power ability check DC 12 if under pressing conditions (2000 rabid barbarian rabbits are bearing down on the hero). A Power ability check (DC 12) is always required if the hero is heading for a particular alternate dimension or universe. Dimensional destinations are created as for Power stunts. If a hero has developed the ability to reach Limbo through a Power stunt, reaching the dread dominion of Dormammu is a separate stunt. At start, the hero has one dimension or alternate universe to where he can travel. The ability to reach a specific location in a given dimension is a Power ability check DC 20. Returning to a familiar location of the native plane is a Power ability check DC 15.

Matter Control Powers

These powers affect specific types of inanimate or animate matter (substance as opposed to energy) outside the body of the hero. They include the various elemental powers, as well as the ability to animate objects and transform items and people.



Earth Control: The hero with this Power can manipulate natural or semi-natural mineral items. The range and ability of these modifications are determined by the hero's Power rank. This Power is limited to naturally occurring materials (dirt, rock, stone), or semi-natural materials that are of consistent nature (concrete, asphalt, and glass). Radically altered items such as steel alloys and artificially constructed mechanisms (including computers, guns, and vehicles), and living or once living things (rubber, wood, or flesh) are beyond the scope of this Power.

The Earth Control Power allows the hero to manipulate an amount of material up to the hero's Power rank taken as Strength. The player running a hero with this Power is able to develop a number of Power stunts. The hero starts with no stunts other than the mere manipulation of the myriad of materials. Power stunts that may be developed can include:

- Digging, by moving earth out of the way, at Power rank level.
- Earthquake attack: Everything in a given hex must succeed at an Agility check DC 14 or suffer damage equal to the material rank of the ground, knockdown (prone), and potentially clobbered (Endurance ability check DC 15 for d6 rounds). Characters in flight and at least one area above the ground are not affected. Undodgeable, unretaliatable.
- Create "earth beings" of stone or rock, with Strength and Endurance ability ranks equal to or less than the hero's Power rank, the rest of the Primary abilities Feeble rank, Power rank number in Wound Points (they have no Vitality Points), and Body Armor of material Strength rank.
- Transportation, by creating a wave of earth that move, carrying the hero along, of Power rank ground speed.
- Levitation by building a pillar of earth beneath the hero.
- Entrapment by opening the earth beneath an opponent's feet, or wrapping stone around them. Make a ranged attack roll as normal, then initiate a grappling attack if successful, using the material Strength as the attackers Strength to grapple.
- By launching earthly material (rocks and such), the material may be used as a weapon inflicting material Strength damage. MAV: 20 plus Power Rank Bonus number.
- By raising earthly material around the hero (or crafted into a crude shield), the power may be used as a shield of material Strength. In this manner, the power may be considered a reactive power, but suffers an additional -2 penalty to retaliatory actions.

Air Control: The hero with this Power has the ability to manipulate air, winds, and to a lesser degree, weather. The hero starts with the ability to generate and quell winds of Power rank ability. The hero with Air Control may also develop Power stunts for this Power. A character with Air Control begins with one Power stunt, some of which are defined below.

- The hero can also use air as a distance Force effect weapon, inflicting up to the Power rank of damage. Any form of Force Field, including shields made of air, automatically repels this type of attack, regardless of their defensive Power ability rank. MAV: 24 plus Power Rank Bonus number.
- The hero can create shields of wind up to Power rank ability that are effective against all physical attacks (Blunt, Edged, Shooting, and Force) of that rank or lower. In this manner, the power may be considered a reactive power.
- Flight at Power rank speed, maximum of Excellent air speed.
- Limited Weather Control: Tornadoes of Power rank level and damage, controlled by Power ability check DC 11. Hero makes an attack roll, and targets may resist the attack (per melee attack parameters). Nondodgeable, unretaliatable.
- Limited Weather Control: The hero can summon or quell a storm replete with dangerously high winds. The effect takes approximately 10 minutes if weather conditions are right or longer if weather conditions make this stunt difficult (turning a beautiful day into a downpour). A storm created with Air Control is local and uncontrollable.
- Limited Weather Control: The hero can summon or quell a fog by manipulating warm and cool wind patterns. The effect takes approximately 5 minutes if weather conditions are right or longer if weather conditions make this stunt difficult. A fog created with Air Control is local.
- Reducing existing Weather Conditions with Power rank ability, as for each type of weather.

Fire Control: The hero with this Power can control existing fire sources. He can intensify the fire up to the levels of his Power rank, or may reduce the level of the fire by the same amount, reducing fire damage by the rank number. The hero with this Power can manipulate flame, so as to form a fiery shield that will inflict the Power rank number of damage on those who cross it. A shield created in this manner is considered a reactive power. A character with this power cannot initially use the Fire Control power to affect targets at a distance. The hero with Fire Control can develop Power stunts using this Power as time goes on:

- The hero may use existing flame as a missile weapon, dealing fire damage on the energy effects critical table. MAV: 24 plus Power Rank Bonus number.
 - The hero may create shapes from flame of Power rank number Health and damage.
 - The hero may write words with flame in the sky.
-

- The hero may create entrapment devices of Power rank damage. Make a ranged attack roll as normal. If successful, the character was caught inside the flame. Passing through this flame inflicts power rank flame damage.
- Controlling heat to a Power rank degree.
- Absorbing heat and flame within an area as if Fire Resistance of that Power rank number.

Water Control: The hero with Water Control Powers can use available liquid water for specific effects. Starting characters may use available water as a missile weapon, inflicting Power rank force damage with a 3 area Standard Increment Range. MAV: 22 plus Power Rank Bonus number. The water can also be used as a shield that has no effect on physical weapons or blunt melee attacks, but reduces energy (including radiation), force, and fire attacks by the rank number of the Power. A shield created in this manner is considered a reactive power. The hero with Water Control may develop Power stunts including:

- Creation of watery "servants" of Power rank Wound Points and Abilities. This stunt operates similar to the creation of Earth Beings as described in Earth control.
- Using water to speed ships and water vehicles, at Power rank Speed (water).
- Creating bubbles of air to allow others to survive underwater.
- Limited Weather Control: The hero can summon or quell a fog by manipulating relative humidity patterns. The effect takes approximately 5 minutes if weather conditions are right or longer if weather conditions make this stunt difficult. A fog created with Water Control is local.
- Limited Weather Control: The hero can summon or quell a storm replete with the potential for flash floods. The effect takes approximately 10 minutes if weather conditions are right or longer if weather conditions make this stunt difficult (turning a beautiful day into a downpour). A storm created with Water Control is local and uncontrollable.
- Melting solid ice as if Water Control Power was Fire Generation of Power rank intensity.

Weather Control: The hero with this Power has the ability to manipulate the forces of weather. Using this Power, the hero can duplicate several Power stunts of other control abilities, and in addition create new stunts as well. Weather Control Power stunts cost only 5 Karma points, not the normal 10 points. The hero does not begin with any Power stunts: all Power stunts must be developed, and use the hero's Power rank to determine if they are successful.

- The hero can summon or quell a fog. The effect takes approximately 5 minutes if weather conditions are right or longer if weather conditions make this stunt difficult. A fog created with Weather Control is local.
- The hero can summon or quell a storm replete with the potential for flash floods and dangerous winds. The effect takes approximately 10 minutes if weather conditions are right or longer if weather conditions make this stunt difficult (turning a beautiful day into a downpour). A storm created with Weather Control is local and controllable.
- Generate winds of Power rank Intensity, including tornadoes of Power rank level and damage, controlled by Power ability check DC 15.
- Summon Lightning, given stormy conditions of Power rank damage, hitting its target using the Power rank bonus in lieu of the hero's Agility bonus. MAV: 32 plus Power Rank Bonus number.
- Lower Temperature, causing those in a hex to be -1 on all checks, attacks, and defensive maneuvers, and materials with material ranks below the power level to be reduced by one rank in material Strength.
- Raise Temperature, causing those in a hex to be -1 on all checks, attacks, and defensive maneuvers. If the Power rank is higher than a targets Endurance, the target must make an Endurance ability check DC 12 to avoid heat prostration (clobbered for d10 rounds).
- Detect Weather at Power rank ability (characters may determine changes in the weather up to two weeks in advance).
- Reduce Weather Effects by Power rank ability.



Animate Objects: The hero with this Power may cause inanimate objects to move and attack at mental command. Animated objects retain their material Strength as Strength and Endurance, but have the Agility of the Power rank of the animator. Its Combat Level is equal to half the Power rank bonus. Wound Points are equal to the material Strength. The movement and types of attack vary according to the object animated (a statue is able to walk, but an animated boulder rolls). The hero is unable to animate an object of greater material Strength than his Power rank, or of



greater weight than his power rank would be able to lift if it were Strength. Some examples of animated objects include:

- Stone Statue: May move as character of material Strength Endurance. Has Body Armor equal to the material Strength.
- Furniture: Made of Typical material, and prefer to make ramming or slugfest attacks.
- Swords and other weapons: May be animated and fight as if the animator were wielding them. Such items have Wound Points equal to their material Strength, and may be knocked out of the animator's control by a grabbing attack. An item that is in possession of another is not normally able to animated.
- A rope that is animated may make a grappling attack of the animator's Power rank, but is made of Poor material Strength.
- Buttons, levers, and other devices may be activated at a distance by this Power. Those devices that require keys, codes, or have special safety locks to prevent unauthorized tampering may not be activated by this Power.

Density Manipulation — Others: The hero can alter the density of other individuals on touch, either increasing the density (and thereby mass) or reducing the density. The hero must touch his target, and an unwilling target may make a Psyche or Endurance ability check (target's choice) opposed to the Power ability rank to avoid the effects. Effects are:

- Density Reduction: The target becomes vaguely transparent (gaining one-half concealment), and as such will become both less vulnerable to attacks and less effective in attacking. All Physical attacks (including Force based) on the individual in this state are reduced by this Power rank in damage, and similarly all physical attacks by the affected character are reduced by this Power rank in damage. The affected individual cannot pass through materials, as one with phasing could, but may be affected by winds of Good Power rank or greater. This effect lasts for d10 rounds, and the affected individual will be reinstated to his original state after this time.
- Density Increase: The affected individual increases in density (and therefore mass) without the increased Strength in the limbs and other structures required to move that mass. Each round, make an opposed Endurance ability check vs. the Power rank level to remain conscious. Upon becoming unconscious, make a second Endurance ability check DC 12. A second failed Endurance ability check results in the loss of all Vitality and Wound Points, and the immediate loss Endurance ranks at a rate of one rank per round, until another Endurance ability check at the same rate halts the process. Performing any physical action while under the effects of this Power requires an Endurance ability check DC 12, failure resulting in a lost action. The effects of this manipulation last for d10 rounds after being applied.

Body Transformation — Others: The hero with this Power can convert living tissues to other substances. An example of characters with this power would be Warlock who turns his opponents to crystal circuitry, or Grey Gargoyle who turns his opponents to his to stone. The hero with this Power chooses one material and the transformation duration (up to one hour). A target of this Power must be touched, and may make a Psyche or Endurance ability check (target's choice) opposed to the Power ability rank to avoid the effects of being converted into that substance. While in that form, the target has no recollection of what has occurred, and has the material Strength of that substance. Characters converted to material by the power may make an additional opposed Psyche ability check vs. the Powers Ability rank; success means the character may move and take actions as normal, while failure results in the character being stuck motionless like a statue. Flesh-to-flesh contact must be made; a foe in a full body-suit would be immune to this Power.

Heroes who accept a -2 reduction in Power rank level in initial Power generation may affect non-living tissue as well. In the case of touching a foe in a body suit, the suit would be converted into the material in question. Materials of a higher material Strength than the Power rank are unaffected.

In any event, the target regains his normal form following the transformation. If pieces are broken off or dispersed, the character must make an Endurance ability check DC 15 to prevent sudden loss of Endurance ranks, and an immediate loss of all Vitality and Wound Points.

Animal Transformation - Others: The hero with this Power can transform human targets into animals and reverse the process. The target of this power must be touched, and may make a Psyche or Endurance ability check (target's choice) opposed to the Power ability rank to avoid the effects. If the target fails, the target then has the physical attributes and natural attributes of the animal (Strength, Endurance, Agility, and Special Qualities), but retains the mental attributes (Intelligence, Intuition, Psyche, and Charisma) and the Combat Level, Vitality/Wound Points and Karma of the original form. The touch must be flesh-to-flesh. Heroes with inborn Powers retain those Powers in their new form (transform Cyclops into a puppy and you have a puppy with optic blasts). Characters who do not resist the transformation are automatically affected. The effect lasts d10 rounds on unwilling targets, and d10 hours on willing targets.



Energy Controls

Energy Controls reflect those Powers which manipulate the various types of energy that exist – effectively those non-material states outside the character's own body. These include most known energy states.

Magnetic Manipulation: The hero can manipulate magnetic lines of force. Initially, this gives the hero the ability to move and control metallic objects of up to Power rank size with Power rank ability. As the hero progresses, Power Stunts may be developed. These include, but are not limited to:

- Flight: at Power rank Speed at –5 Rank levels.
- Shocking Touch: At Power rank –1 Rank level.
- Affecting non-ferrous metals (like bullets, which are largely lead or a lead alloy), though manipulation of Earth's magnetic field.
- Affecting non-metallic objects through manipulation of Earth's magnetic field. (The hero must be able to manipulate non-ferrous metals first)
- Scrambling non-sentient machinery at Power rank level.
- Affecting sentient robots with a shocking touch at Power Rank level (no benefit if robot is non-ferrous). In addition, these robots must make an opposed Endurance ability vs. the Power rank level or be stunned for d10 rounds.
- Magnetic Field Detection at Power rank –1 Rank level.

Electrical Manipulation: The hero can manipulate and control electricity. Initially, this gives the hero a resistance to electrical attacks equal to this Power rank. If the hero already has Electrical Resistance as an additional power, or gains Electrical Resistance as a power, the resistance level is a minimum of +1 rank level of the Electrical Manipulation power level. As the hero progresses, the hero may develop the following Power Stunts:

- Heal damage through the absorption of electricity, at the maximum rate possible for the level of electricity being absorbed, up to Power rank amount per round. A hero may use this ability only once per round.
- Storing electrical damage within self to be delivered in subsequent actions as a shocking touch.
- Acting as a conductor between a Power source and a target, at Power ability rank level.
- Travel by riding the lines of electrical potential, along power lines and through building wiring, at power rank speed (use the air category).

Light Manipulation: The hero can generate light and manipulate existing light energy. Such light is of Power rank level and may either be cast in a burst, affecting all targets in a hex, wide ranged, or streamed, affecting a single target. Light used in this fashion inflicts no damage, but may blind the targets with Power rank level. Targets that are struck by the power must succeed an opposed Endurance ability check vs. the Power Level or be Blinded for d10 rounds. This power is considered –2 Power ranks lower for purposes of opposed checks against protected senses power or ability.

MAV (streamed): 41. Power Stunts that may be developed include:

- Darken or intensify existing light energies by one ability rank level per round, with Power rank ability.
- Create illusions at -3 Power ability rank. These illusions have no auditory or corporeal components.
- Hypnosis at -2 Power ability rank against a single target or group. This is usually an opposed check using the target(s) Psyche and the Power Ability rank. Lasts d10 rounds, and is otherwise similar to the Feat Mesmerism.
- Create a concentrated, modulated blast of light (laser) at -1 Power rank level that inflicts damage on the shooting critical table.

Sound Manipulation: The hero can manipulate existing sonic energies, dampening existing noise by the Power rank in level, or increasing that noise by the Power rank in level if a successful Power rank ability check is made. The individual with this Power reduces all sonic-based attacks by the Power rank as if he had Sonic Resistance. This power is considered –2 Power ranks lower for purposes of opposed checks against protected senses power or ability. A character with this Power may gain Sound Generation as a bonus Power, which would occupy the next Power slot instead of a randomly rolled Power. Power stunts include:

- Transform ambient sound by manipulating its frequency and hertz to reproduce various sounds (such as throwing a character's own voice, mimicking a voice, reproducing sound effects and other complex sounds at a distance, etc.).
- Increasing the frequency of ambient sound around a target with the potential of clobbering him if the target fails an opposed Endurance check vs. the Power rank ability. Undodgable, unretaliatable.

***Darkforce Manipulation:** The hero with this Power can manipulate the extra-dimensional energy known as the Darkforce to perform specific actions. The hero may have one Power Stunt when the character is created; all other Power Stunts must be developed in the campaign.

- Flight at Power rank –4 Power rank levels.
-



- Darkforce Distance Weapon at –1 Power Rank level. This weapon may have varying effects in combat such as shooting, force, or energy critical damage, with each type chosen being a separate stunt. MAV: 30 plus Power Rank Bonus number.
- Creation of specific shapes of Darkforce (Each shape type is a separate Power Stunt) of Power rank material Strength.
- Teleportation by moving through the Darkforce dimension, at - 3 Power rank levels.
- Shadowcasting: Creation of Shadow beings with abilities similar to those of earth control with the limitation that they may only exist in areas that are not completely dark, and not completely illuminated.
- Create Darkness of Power rank level in as many hexes total as the hero has Power rank bonuses divided in half, rounded down.

The hero must concentrate to manipulate the Darkforce, and breaking that concentration result in the immediate dissipation of the effects. Darkforce as used by Cloak is an unknown extra-dimensional energy, and may either have a sentence of its own, be home to a hostile sentence, or both. The Judge may choose to use this potentially hostile nature of the Darkforce against those who wield the Power by applying limitations.

*Life Absorption: The hero has the ability to draw the very soul of a target through a visible ray emitted from his body. If the hero strikes his target, the target must succeed an opposed Psyche or Endurance ability check vs. the Power ability rank to resist the effects. If the target fails the check, he loses the Power rank number of Vitality Points, and half of that amount replenishes the hero with the power. This power may not increase Vitality and Wound Points beyond their maximum, and any additional Vitality and Wound Points stolen are “bled” off. As a power stunt, the hero may hex the attack with the hero as the epicenter of the attack. All character’s must make the ability check as defined above, and the attacking hero gets to draw Vitality and Wound Points from each character affected.

Gravity Manipulation: The hero with this Power can alter the pulling forces of gravity. This grants the hero one of the Power Stunts, and gives him the potential to develop others as the campaign continues.

- Flight at Power rank –4 Power rank.
- Levitation at Power rank –2 Power rank.
- Levitation of others at –3 Power rank. Hostile targets may resist the effects with an opposed Endurance ability check vs. the Power rank. Undodgable, unretaliatable.
- Reduction of weight (not mass) by Power rank. This offsets any gain in mass from Density manipulation, and affected target may be slammed on any successful hit. Targets roll to resist as per levitation, and if affected, they must roll versus Slam per critical hit table every time they are stuck by a melee physical attack. Undodgable, unretaliatable.
- Increase of weight, acting as an added load of Power rank weight on the target. The target must make an opposed Strength ability check vs. Power rank level to make any physical actions, including moving or firing a ranged weapon. Undodgable, unretaliatable.

This Power lasts as long as the hero concentrates if the Power is inborn, or 5 rounds if Power is result of technology or spell. Any break in concentration results in immediate negation of the effect.

*Probability Manipulation: This is a very potent Power, and is usually accompanied with strict limitations. The hero has the ability to alter the chance element effected by the die, or stated flatly, the ability to change fate. The ability is undodgable, and unretaliatable. Individuals with this Power include the luck-manipulators Black Cat, Shamrock, Roulette, and Longshot, but not the hex-manipulator Scarlet Witch (though her Power is related). A hero with manipulation Powers must roll a second time (d20):

1-9: Hero invokes only Bad Luck

10-18: Hero invokes only Good Luck

19-20: Hero invokes both types of Luck

An individual with Bad Luck Power may call it into play for any roll and for any event, but always before the roll is made. Instead of rolling one 20-sided die, two 20-sided dice are rolled, and the lowest value is selected. Similarly, one with Good Luck Powers roll two 20-sided dice and select the highest value.

Given the potential Power of heroes using the manipulative Powers to further alter the roll, a limitation to this Power must be taken by the character. This limitation may be any one of the following, or may be one devised by the Judge.

- Affects all targets in the same hex for an entire turn (Friends or Foes).
 - Only operates on check involving non-living things.
 - Karma cannot be gained in any encounter using this Power.
 - The use of the power requires the expenditure of 3 Karma Points per use.
-



- A random associate of the individual (usually a team-mate, etc.) suffers the effects of Bad Luck, whenever Good Luck is used on a friend. When Bad Luck is used on foes, foes and opponents suffer from the effects of a Good Luck. These side effects are totally random (to the players anyway, as the Judge invokes them at any time he desires). This works on the principle "every action has a reaction." The trade off is always one for one.
- The Judge keeps track of every Good and Bad roll (bad for opponents is good for the hero). If the Judge finds an imbalance, he may ask for any critical die roll to be Good or Bad to balance things up (no more than once per hour). The Judge chooses which die rolls to modify. Good Luck may only affect the hero with the Power. Bad Luck affects those that are attacking the hero or performing actions that would result in damage to the hero. Note that the allies, friends, and relatives of the hero with this Power do not benefit from this Power, and in fact may be damaged by its limitations.

*Nullifying Power: The hero with this extremely potent Power can negate the inborn super-human Powers of other individuals with Power rank ability. Technological or Magical abilities are unaffected. Those struck by the attack must make an opposed Endurance ability check against the Power rank level or lose those inborn abilities as long as the hero concentrates, or for d10 rounds. MAV: 30 plus Power Rank Bonus number. The individual may use no other inborn super-human Powers while using this Power. The hero may learn to Hex or Wide range the attack affecting all within the area of effect as a Power stunt.

Energy Reflection: This Power grants the hero a limited form of Invulnerability (as the Power) to a specific form of energy. Any attack of that energy type up to Unearthly rank inflicts no damage and has no effects on the character. The attack may be reflected in the action that it occurs as a free retaliation action (with the associated penalties) against the attacker or another target. The damage of the attack is as for the original attacker. A hero does not lose Karma from the results of a reflected attack. If the hero is attacked with more than Unearthly damage, the hero will reflect 100 points of that damage elsewhere, and take the remainder. A character with this power may take as many retaliatory strikes he desires provided attack types that he can reflect are attacking him.

*Time Control: Time control is one of the most impressive Powers available. Should the hero choose it, it will count as two Powers, and the hero will receive an automatic limitation from the Judge (who is encouraged to be fiendish in this matter). Time Control allows the character to perform Power Stunts involving time, as limited by the laws of the Marvel Universe. Each Power Stunt must be gained separately, and the hero starts with no Power Stunts initially. Such stunts include:

- Permanently slowing time around the character, aging at a slower pace, and therefore long-lived. A hero with Time Control of Unearthly rank who has accomplished this power stunt is ageless. This could be an important stunt to master if the hero wished to manipulate time around him. (Time flies when your having fun, and the 18 year old time controlling hot shot might be a little more than shocked when he wakes up in the morning and sees a man ready for retirement in the mirror with an apparent age of 40).
- Speeding up time surrounding the hero, permitting him Lightning Speed of this Power rank.
- Slowing down time for all within one hex. Undodgable and unretaliatable. These characters must make an opposed Psyche ability check vs. the Power rank -2 Power rank levels to make any actions:
- Those who fail move so slowly that they are virtually frozen in time. Affected characters with Lightning Speed effectively lose their Lightning Speed Power, but otherwise act normally.
- Those who beat the roll by 5 may take one action. Characters with Lightning Speed are no longer affected.
- Those who succeed by 6 or more are unaffected.
- Slowing down the time for an injured, dying, or poisoned character. Only one turn passes for the character affected by the time slow for every number of real rounds equal to the Power rank number.
- Traveling in Time: The character can open a portal into the past, future, or any of the infinite number of alternate timelines. This portal remains open as long as the hero concentrates, and the portal has the potential for transporting other individuals besides the hero with the power. Caution is the best course of action when considering the effects of history and future destiny; even the tyrannical world conquerors yield to the powers of time such as Kang and Dr. Doom.
- Summoning Duplicates: These duplicates may be summoned from the past, future, or alternate dimensions (information on which of the three is not available to the player at start). The doppelgangers have identical abilities to the character that summoned them, despite the chance for advancement. These duplicates may not use Time Control abilities of their own. Initial use of this Power creates up to 1 duplicate. After the Power Stunt is automatic, a new Power Stunt may increase that number by one (you have to have three duplicates down before you can summon number four). Death of a duplicate is considered to be death of a character, and though the original may be unharmed, Karma is lost. Whether such death will result in the eventual death of the "original" character is up to the Judge.

Body Controls Powers

This category of Powers includes those that allow the hero to significantly modify his own form, becoming larger, smaller, lighter, or different in appearance. While these modifications may have combat applications, they are not primarily offensive or defensive in nature.

Growth: The hero with this Power can grow taller as an action. The limit of growth is determined by the Power rank, as noted on the table below. A character with this power rolls its initial Power Ability Rank on Column D of Table 1-10. The hero replaces his Strength with the Minimum Strength as indicated on the Growth table when enlarged if their natural Strength is less than this value. The hero does not gain any increase to his Vitality or Wound Points due to the Strength increase. Characters that experience growth usually but not always draw their additional mass from an unknown source. Characters with growth are not slowed or impaired by their added mass. Note that characters increase in size makes them easier to hit (see size modifiers in the Combat section) and take up more space on a battle map. The hero with this



Power may choose (as a limitation) to have the Power always in effect. This means the Power is raised one rank initially, but the hero is fixed at that size, permanently (an Alter Ego may still be normal size). A hero with a permanent size of 12 feet may find trouble maintaining a secret ID.

Table A-1: Growth

Rank	Height	Size Category	Face	Minimum Strength
Feeble	8 ft.	Medium	10' x 10'	Excellent +2
Poor	10 ft.	Large	10' x 10'	Remarkable +3
Typical	12 ft.	Large	10' x 10'	Remarkable +4
Good	15 ft.	Large	10' x 10'	Incredible +5
Excellent	20 ft.	Large	10' x 10'	Incredible +6
Remarkable	30 ft.	Huge	10' x 10'	Amazing +9
Incredible	40 ft.	Huge	20' x 20'	Monstrous +12
Amazing	50 ft.	Huge	20' x 20'	Monstrous +14
Monstrous	100 ft.	Huge	30' x 30'	Unearthly +16
Unearthly	500 ft.	Gargantuan	50' x 50'	Unearthly +19

Shrinking: The hero with this Power can make himself smaller, while retaining his original Strength and abilities. The hero's Strength is unaffected by the shrinking. In addition, the hero may have defensive adjustment due to size modifiers suffered by foes attacking the shrunken hero.

Table A-2: Shrinking

Rank	Height	Size Category	Face
Feeble	48"	Small	10' x 10'
	(or 1/2 the original height, whichever is less)		
Poor	24"	Tiny	N/A
Typical	12	Tiny	N/A
Good	6	Tiny	N/A
Excellent	3	Diminutive	N/A
Remarkable	1	Fine	N/A
Incredible	—	Fine	N/A
Amazing	1/10	Fine	N/A
Monstrous	1/1000	Minute	N/A
Unearthly	Special	Minute	N/A

Tiny characters and objects share an area with other characters; that is, they are so small, they don't take any appreciable space, hence the lack of a Facing attribute. Shrinking Power of Unearthly capability, or multiple shifts that reduce the individual's size below one ten-thousandth of original size, cross the Pym barrier and throw the individual into a subatomic "Microverse". Further reductions are apparently not possible once in the Microverse. A character with this power rolls its initial Power Ability Rank on Column D of Table 1-10.

Density Manipulation Self: The hero with this Power can alter his mass at will. Density may range from Shift 0 (almost intangible) to the Power rank of the Ability. The hero who has altered mass weighs as much as a character with that Strength could lift. For example, a hero with Feeble Power rank Density would weigh 50 lbs., while one with Shift 0 would be effectively weightless.



An individual gains Body Armor equal to his current Power rank. In addition, the character may inflict ramming damage using the Power rank instead of the Strength ability, and may affect materials of lesser material Strength than the current Power rank. In the Shift 0 state, the hero may not initially pass through solid items (Phasing), but is immune to physical melee attacks only. All other types of attacks have normal effect.

A high density may slow the character down. If the density of the character is higher than the individual's Endurance, the character suffers a -1 penalty on all attacks and defensive maneuvers, and any check requiring Agility.

One Power Stunt developed by density manipulators is to solidify inside a target. Those heroes with Density Manipulation may not do so initially, but may develop the ability as time goes by. Solidifying inside a non-living object will result in possible damage to the object. Treat the character's Power rank as Strength to determine the opposed ability check needed (if any) against the material Strength. If the hero succeeds the roll, the material is damaged; if the hero fails the roll, the hero is damaged taking an automatic critical edged damage equal to the material Strength of the object solidified into.

This Power Stunt may also be applied against living targets. In this case, the target makes an opposed Endurance ability check against the Power rank of the hero. If the target succeeds the Endurance check, the hero with the power takes an automatic critical on the edged attack column and the targets Strength in damage. If the target fails, the target takes an automatic critical edged attack damage equal to the Power rank and must make a second Endurance ability check DC 15 to stave off the effects of being stunned for d10 rounds.

Phasing: This is similar to Density Manipulation, save that it pulls the molecules of a body out of phase with those of the surrounding area, allowing the hero to "phase" through solid items. While phased, the hero is immune to most physical and energy attacks, but is still subject to the effects of mental attacks and magic. The hero may pass through other objects if the Power rank exceeds the material Strength of the object, and may pass through force fields of lower material Strength by making a Power ability check DC 11. The phased individual may not pass through materials of greater material Strength, or force fields of equal or greater material Strength than the hero's Power rank. A weapon of higher material Strength affects the phased hero normally (The Hulk's mighty blow would pass harmlessly through Shadowcat of the X-Men, but Wolverine's claws, and bones, would damage Shadowcat since they are constructed or impregnated with true Adamantium).

While the hero cannot be affected by most physical attacks while phased, the hero cannot make a standard melee physical attack, with one major exception, which is treated as a Power Stunt. Phasing has a detrimental effect on electronic devices. Phasing through such a device (like a computer) will cause a malfunction with a successful Power ability check. In affecting robotic beings or hi-tech heroes, use the target's Endurance (for robots) or Intelligence (for equipment) in an opposed check to determine the effects. Failure results in the loss of an amount of Vitality Points equal to the Power rank Number. Success indicates no damage inflicted. To otherwise attack, the hero must phase in, strike, and then phase back out. The effect on electrical items is considered a Power Stunt. Other Power Stunts include:

- Affecting another being in contact. Willing targets, or non-sentient objects, require a Power ability check DC 11. Hostile targets require a touch, and then an opposed Endurance ability check vs., the Power rank.
- Walking on air, at normal speed.
- Phasing inside an ally, granting that ally the phasing abilities.
- Phasing as a retaliatory action.
- Phasing in part of the body, allowing the remainder to remain out of phase or vice versa (always requires a Power ability check DC 20).

Finally, unless the hero does not require air, the duration of any given phase is that of the hero's ability to hold his breath. While the hero could phase into a vacuum, that hero would have to leave before having to breathe again. Generally, a hero's Endurance rank number is the number of rounds a character may hold their breath. Afterwards, an Endurance ability check DC 10 is required each round, and every round subsequent to that with an increase to the DC by +1. Failure results in the hero taking a breath. Refer to the Life, Death, and Health section about the effects of asphyxiation.

Invisibility: The hero with this Power can make his body invisible to normal sight as a regular action with a Power ability check DC 8. This Power does not negate location by other senses, nor does it initially negate location by heat, ultraviolet sources, or some other detection devices. The hero still has mass and substance (coating the hero with dust or paint reveals the true form, as does fog or rain). The hero may remain invisible as long as concentration is maintained (thus, a stunned hero becomes visible), or until the invisible hero attacks another. An attack constitutes any physical, mental, or ranged attack with hostile intent; the Judge makes a final ruling where an action is difficult to define. When an invisible hero attacks most targets, he attacks them with the benefit of surprise, and targets are usually denied their Agility bonus to dodge. Further, the invisible assailant gets a +2 to attack. For defensive purposes, an



invisible character cannot be individually targeted by streamed or burst attacks unless some other detection means is capable of at least vaguely identifying where the hero is. Even when the hero can be partially detected by other means, the hero is considered completely concealed, and attacks on the hero suffer a 50% miss chance. Hexed and Wide ranged attacks affect an invisible hero normally. Attacks made by a hostile character that does not need to visually see the hero to hit him, or has other detection abilities that paint a clear location of the invisible hero also are resolved normally. The Power may also be used to develop various Power Stunts:

- Making others invisible on touch.
- Making others invisible at range (you must first master invisibility on touch).
- Making invisible objects visible (an opposed Power check vs. the opponent's invisibility Power rank level; if there is no stated rank, the DC is 15).
- Making part of a specific part of the body invisible (clothing, a mask, a hand, etc.).
- Extending that invisibility to more than the physical body, thereby effectively becoming undetectable by heat vision, ultraviolet, and so forth.

Plasticity: The body of the hero with this Power is elastic and malleable, and the hero manipulates his body as he sees fit. The hero with this Power may also choose Elongation as a bonus Power, placing that Power in the next slot without a random roll. The plasticity of the body serves as Power rank Body Armor. In addition, the hero with this Power may develop Power Stunts:

- Using the Power rank instead of Agility for catching falling items and individuals, or gaining a +4 bonus to their Agility check in the event that the Agility rank is higher than the Power rank. The character with this Power takes no damage from a falling character landing on him.
- Limited imitation and disguise abilities at -3 rank levels for detection. Plasticity will alter appearance, but not skin color or voice (Mr. Fantastic would make a very pale Skrull).
- Bouncing: similar to the Leaping Power, with the hero able to fall a number of floors/areas equal to his Power rank number without taking damage, and to leap as if possessing that Power at -1 rank level.

Elongation: Elongation is similar to the Power of Plasticity, but differs primarily in that it allows the character to extend his body and limbs over a number of areas. For example, Doctor Octopus and Machine Man both have Elongation without Plasticity, while Mr. Fantastic has both these Powers and can elongate any part of himself. The character with this Power may attack non-adjacent foes in close combat types of attacks (slugfest, grappling, etc.). The target of these attacks may only make Grapple attacks against the part of the opponent that is attacking.

Table A-3: Elongation

Rank	Areas	Rank	Areas
Feeble	1	Remarkable	6
Poor	2	Incredible	7
Typical	3	Amazing	8
Good	4	Monstrous	10
Excellent	5	Unearthly	15

Shape-Shifting: This Power allows the hero to radically modify his shape to resemble other objects or beings, to the point of being that object to all appearances (touch, taste, etc.). The degree of success of the shape change is determined by an opposed Power rank check vs. the investigating creature's Intelligence or Intuition, whichever is *higher* (compare with Imitation). A character may not gain more than half his height or shrink to half his original size. Only obvious, visible mundane Powers may be gained by shifting shape (claws, gliding membranes, etc.), although this is a Power Stunt. True super powers may not be gained in this fashion. A character who shape-shifts may be able to develop other Power Stunts:

- Develop claws and/or teeth, allowing the shape-shifting character to inflict Edged Attack damage, without assuming an entire shape change.
- Develop Gliding Power (but not true flight) at -4 Power rank ability.
- Duplicate material Strength to the point of providing Body Armor of the material Strength of the object imitated -1 material Strength rank or the Power rank -2 levels, whichever is less.

Imitation: Not the sincerest form of flattery, but a specialized form of Shape-shifting that allows the hero to duplicate the appearance of other humanoid forms, up to the limits of Shape-shifting (half-again or half of original size). The character with Imitation may duplicate the appearance, voice, and mannerisms (but not Powers, Talents, or abilities) of a specific individual, and as such, are virtually identical to the individual duplicated. The hero must have seen the individual previously for a sufficient period to duplicate him. The success of the imitation is determined by an opposed Power rank ability check vs. the Intelligence or Intuition of the person being fooled, whichever is *lower*. A hero with imitative Powers may attempt to duplicate a character with high Popularity and/or powerful Contacts. If successful, the character may be treated as if he has that Popularity, and his actions would be ascribed to the character he is imitating. (Of course, the imitated character will eventually find out and likely come looking for you...)

*Body Transformation — Self: Body Transformation — Self is similar to Body Transformation — Other, with the added advantage of normal mobility and cognizance while in the transformed state. The character that is in this state gain Body Armor equal to the material Strength of the material, or the Power rank, whichever is lower. In addition, the character gains any special functions of that material. Examples include:

- Becoming water or another liquid allows that character to move as a liquid through tight spaces, pipes, etc.
- Lodestone makes the character magnetically attractive at a Strength rank level equal to his Power rank.
- Becoming Vibranium bestows the Powers of that substance. Becoming Adamantium only grants the Power rank Body Armor, unless the Power rank was Unearthly.
- Becoming a vapor or gas allows the character to fly at -4 Power rank levels in speed, but makes him particularly vulnerable to wind and air control attacks (+2 rank levels for effect). The character retains control over his consciousness. The level of concealment or, if necessary, knockout or poison abilities of the gas is equal to the Power rank.
- Becoming an energy state grants the Powers of that energy state at Power rank -2CS. Energy states include fire, cold, X-rays, radio waves, or other radiation.



A character with this power rolls its initial Power Ability Rank on Column D of Table 1-10 if the hero elects not to choose a permanent transformation. If the hero chooses to permanently confine his power of transformation to one state such as solid, liquid, gas, or energy, the hero roll its initial Power Ability Rank on Column E of Table 1-10. The hero gains an additional +1 Ability Rank if he limits himself to a particular type of matter or energy (granite, water, knock-out gas, heat, energy, etc).

A hero who is damaged while in transformed state takes damage as normal, but if destroyed in this form may reintegrate if any Vitality and Wound Points remain. Conversely, if dropped to 0 Health, the character could not reintegrate until some of the damage healed naturally or from outside influence.) The pieces may integrate only if within one area. (The Absorbing Man once transformed into glass and was shattered, then waited until most of his body arrived at a dump to reintegrate. Nitro, who maintained a gas state, was neutralized by being split into two parts.) Ultimately, the Judge plays an important role in deciding how damage is resolved to heroes in alternative composition.

Animal Transformation — Self: This Power allows the hero to assume the form of a normal animal with all applicable abilities of that animal. Weight and height of the animal may vary between double and half that of the normal version of that particular animal. The animal's Intelligence, Intuition, Psyche and Charisma is that of the characters. The Character may attempt to assume the animal's Intelligence, Intuition, Psyche and Charisma with a Power rank ability check DC 11. It requires a Power rank ability check DC 8 to make the transformation from hero to animal, but it may be made without such a check if a single animal type is chosen (Wolfsbane only becomes a wolf, and as such makes no such check). Any other super-human Powers are lost while in animal form, unless the hero accesses these as Power Stunts (where each power is a separate stunt).

Raise Lowest Ability: Not really a Power by any means, but a method of immediate self-improvement for a character that may be suffering from terminally low Primary abilities in a critical area (say, a Feeble Strength in a character with Body Armor, who carries a mystic sword). Only one of the Primary abilities may be modified in this fashion, and then only the lowest one (if two are lowest, the hero gets to choose which one is modified). The ability is raised +2 Rank bonus numbers, with the appropriate change in the Rank level. The hero may then choose his next Power from the complete list.

Blending: The hero has the ability to change his shade to blend in with his surroundings, and has in effect a specialized form of Invisibility. The hero (and his uniform, if made of unstable molecules) are hidden with Power rank ability, and will not be detected until the hero makes an attack (see Invisibility). This power level's minimum Power rank is the character's Intuition +1 rank level. If the power level is lower, raise it to the minimum level. Should a hero choose a limitation (such as the Power only works on night, or only in forests, etc.), the Power is an additional Power rank level. Unlike invisibility, which requires an action, blending is a free action.

Power Absorption: This is not the absorption of energy, but the acquiring of other individuals' super-human Powers and abilities. Only those naturally occurring powers and abilities may be absorbed, though Robot PCs with this Power may duplicate items of technology as well. The character must touch the target in order to gain those abilities (absorbing someone's powers without touching them could be developed as a power stunt), and the target must make an opposed

Psyche or Endurance ability check vs. the Power rank to avoid the effect. The type of check is determined by the player when the character is created (that is, not on a case by case basis). The maximum of any ability so acquired is limited to the Power rank of the Power Absorption. If a Power or ability is of a higher rank (a character with Good Power rank tries to grab Thor's Unearthly Strength), the hero making the attempt must make a successful Psyche or Endurance ability check DC 15. Failure results in the hero being stunned by the backlash for a number of rounds equal to the difference of the failed check, and would only gain Good Strength in the process. The type of ability check is decided before play and must agree with the target's resist type. By making this choice, the player is deciding whether the power is primarily mental or physical in origin.

A character starting with this Power may only acquire one Power or ability, stated before the attack is made. The ability to absorb multiple Powers and abilities are a Power Stunt. A hero would have to learn how to absorb an additional ability before he attempts to absorb more as a stunt.

While the Power-absorbing hero has the Power or ability of another, the character from whom he took it cannot use it (if the character it was stolen from had a higher rank than the Power rank of the Power thief, that ability is reduced by that amount). Characters with basic abilities reduced to below Feeble are stunned for d10 rounds. A character with this power must assume a limitation, with some possibilities listed below:

- Duplication: The power merely duplicates, and the target is otherwise unaffected by the Power
- Only functions on Powers
- Only functions on Talents
- Only functions on Abilities
- Takes memories as well, but if target's Psyche is higher than the hero's, the hero must make an opposed Psyche ability check vs. the target to determine who controls the hero's mind.
- Transfer may be permanent. Permanent transfer results in current Karma reduced to 0, and effects of memories as noted in the above example, regardless of level of the target's Psyche (this occurred to Rogue, with the result that in periods of stress, Carol Danvers' personality comes to the fore).

Alter Ego: This power was listed in the MARVEL SUPER HEROES Original Set as a limitation, but the advantages of transforming into a "normal" individual often allow a hero to escape a trap that would confound his super-human self. An alter ego is not the same thing as a secret ID (such as possessed by Spider-Man). It is a separate persona, also controlled by the player. Abilities for this character are rolled as for Normal Folks on Table 1-10 on Column A. An alter ego has no super Powers, and the hero who creates him must decide if the Contacts are enjoyed by the hero, the alter ego, or both (being unknown is often an advantage). Talents might remain the same for hero and alter ego. Popularity is split as for a secret ID. Karma is gained and lost separately by the hero and the alter ego; they cannot spend Karma from each other's Karma pools. It is possible that the hero might not even know about the alter ego, as they are two distinct people.



Transformation from alter ego to hero can be between immediate (a free action) to long-winded (a full d6 turns). Most transformations require one action. If the hero chooses to limit the transformation (such as a long-winded transformation, or another limitation such as requiring a specific item, etc.) then one of the hero's Abilities may be raised one rank (Unearthly maximum).

Distance Attacks

Distance Attacks are just what they sound like; missile weapons that allow the hero to strike from a distance with less danger of being hit in return. Ranges of these Powers are set as on the Power Range table.

Projectile Missile: A projectile missile represents a specially designed weapon that inflicts damage according to the Shooting column. This is usually some form of technological device, but not always. This weapon is specially designed for the character, and the hero suffers no penalty for range when firing it (other individuals that may get their hands on it would suffer such a penalty). The weapon or device has Power rank range and damage, and any increase in its abilities through advancement is considered to be from tinkering and improvement (the device is not affected by the rules for building and inventing items). Examples of this type of weapon are specialized handguns, needle guns, wrist-rockets, and portable artillery. MAV: Variable set by Judge.

Ensnaring Missile: An ensnaring missile is a device that makes a form of entangling attack. The hero making the attack rolls a standard attack roll to hit, and any hit is considered to have entangled the opponent. This type of attack can be streamed, or hexed. The ensnarement is considered to have Power rank material Strength. MAV: Variable set by Judge. This Power may be increased in Power rank by accepting any one of a number of limitations:

- Ensnarement only affects one target
- Ensnarement wears off after d10 rounds
- Ensnarement weakens by one material Strength rank each turn
- Ensnarement has a limited number of charges per encounter or per day

Gas Generation: The hero can generate and project different types of gases. The gas affects an entire Hex, and everyone in the affected areas is subject to the effects. It lasts d10 rounds (rolled by the Judge in secrecy) although wind and powers of that nature may reduce the duration. A character may increase the Power level by one Power Rank if he accepts a limitation to generate one gas type at character creation. An opposed Endurance ability check against the Power ability rank is required resist the effects.

1-3: Smoke

4-5: Tear Gas

6-7: -1 Power Ability rank Sicken: Clobbered d10 rounds

8: -1 Power Ability rank Blinding: usually d10 rounds

9: -2 Power Ability rank Knockout: usually d10 rounds

10: -4 Power Ability rank Poison: Immediate loss of Endurance ranks

Ice Generation: The hero in question may draw water from the ambient atmosphere (nearby area) and convert it to ice, which the hero may then use initially as a missile weapon. He may later develop other uses through Power Stunts. The ice missiles have Power rank range, inflict up to Power rank damage (either piercing-type projectiles inflicting shooting damage, or less-lethal snowballs inflicting force damage). MAV: 22 plus Power Rank Bonus number. The hero may gain one additional Power Stunt at start, and develop others as play progresses. These include:

- Entrap others in ice of Power rank material Strength, up to 6 areas away.
- Give the hero Body Armor of Power rank -1 Power rank level. The armor is a thin casing of ice, and as such is vulnerable to fire (fire attacks are +2 to attack and the body armor is ineffective against it).
- Create columns, walls, and other shapes of Power rank -1 Power rank material Strength.
- Create ramps of ice that allow the hero to "skate" at Power rank -3 Power rank speed. These ice ramps are not permanent, and their melting may result in damage of the surrounding area (with appropriate Karma loss).
- Create slick spots of -1 Power rank slipperiness.
- Project waves of cold as opposed to ice. The cold has Power rank range and intensity, and reduces the opponent's attacks, defensive maneuver rolls, and other checks by -2 if the intensity is higher than the target's Endurance for d6 rounds if not maintained. This cold may also be used to offset heat and fire damage. MAV: 24 plus Power Rank Bonus number.
- Absorb cold and ice (effectively melting the latter) with Power rank ability and capacity. Were a hero to absorb Monstrous (75) cold in her area with a Amazing (50) Power rank, then 25 points would remain.

Fire Generation: The hero with this Power may project flame with some degree of control with Power rank range and damage. Damage is taken on the Energy table, dealing flame damage. Like ice generation, creation of large amounts of flame may damage the surrounding area in a fashion that leads to loss of Karma. The hero may choose to inflict less damage with his flame. MAV: 24 plus Power Rank Bonus number. The hero begins play with the ability to use flame as a missile weapon that can be streamed, hexed, or wide ranged, plus one Power Stunt. Other stunts may be developed.

- Create a flaming wall. This wall of fire surrounds up to one hex. Anyone passing through it takes Power rank damage from fire. This may be used defensively or to restrain criminals who are not wild about getting singed.

- Body transformation into fire at – 2 Power rank. This body transformation melts weapons of lesser material rank, deals damage to those who touch the hero, and well as Flight at –4 Power rank. This transformation may ignite combustible materials around the hero.
- Create flaming images at Power rank –2 Power rank. These images include duplicates of the flaming form, as well as fire-writing in the sky.
- Control other forms of fire at – 2Power rank levels.
- Absorb fire and heat at Power rank level and range (example for absorbing cold).
- Project heat at Power rank –1 Power rank. The heat projected causes discomfort and a -2 on all attacks, defensive maneuver rolls, and ability checks in the area of effect for d6 rounds if not maintained.



Energy Generation: The hero with this Power can fire bolts of energy that inflict Energy-type damage, or Force-type damage. One type is gained initially, and the other may be developed as a Power Stunt at full effect. The bolts hit for Power rank range and damage. The hero with Energy Generation may choose to inflict less damage than the Power ranks level (the character may "pull his punch" with the energy attack). MAV: 41.

Sound Generation: The hero with this Power can make sonic attacks of up to Power rank range and damage. Sonic attacks inflict sonic damage with Force critical effects. The hero can initially affect only one target at a time. MAV: 28 plus Power Rank Bonus number. Other Power Stunts may be developed using this Power:

- A Wide ranged or Hexed attack.
- A Stunning attack that affects a single target (or, if the appropriate Power Stunt is possessed, multiple targets), of –1 Power rank level. The target(s) must make an opposed Endurance ability check or become stunned for d10 rounds.
- Flight at –6 Power ability rank.
- Creation of sonic walls and shields of Power rank –1 Power rank material Strength. An ability used in this manner is considered a reactive power.
- Absorbing sound of -1 Power rank level, reducing other sonic attacks by that amount.
- Creating holographic illusions at -3 Power rank levels. These creations are semi-real, and can inflict up to Power rank -4 Power rank damage.

Stunning Missile: The hero possesses a weapon, energy bolt, or Power that either inflicts physical damage at –1 Power rank level with Force critical effects, or inflicts a Stunning attack of Power rank level. The character must choose the type before he attacks. Targets that are struck by the stunning attack must make a successful opposed Endurance ability check vs. the Power rank level of be stunned for d10 rounds. MAV: Variable set by the Judge.

Corrosive Missile: The hero has some form of corrosive, acidic, or matter-hostile attack that inflicts damage over a long period of time. A corrosive attack inflicts Power rank damage the first round, -2 Power rank levels damage the second, and -4 Power rank damage levels the third and every subsequent round. Washing the exposed material or area may halt damage. The character with this attack may never choose to inflict less damage. Corrosive attacks may also affect materials and Body Armor, both natural and artificial. Make an opposed Power ability check as if the Power rank of the corrosive was an attempt to break the material. Success indicates the attack has burned through or weakened the material such that it is no longer useful or provides no further protection. This Power ability check may be made only on materials of lesser material Strength than this Power rank. Corrosive attacks must hit the target, and as such have no effect on Force Fields, energy shields, and the like. MAV: Variable set by the Judge.

Slashing Missile: The hero with this form of weapon makes attacks on the Edged critical table. The slashing missile is physical damage. The hero with this Power may develop an attack with a result on the Force critical table as a Power Stunt. MAV: Variable set by the Judge.

Nullifier Missile: The hero with this type of attack inflicts no damage, but may nullify inborn or technological Powers (one or the other, chosen at character creation) with Power rank ability. The effects of this nullification last for only as long as the hero concentrates. He can concentrate on only a single target within Power rank range at a time. Each round, the target may make an opposed Psyche ability check (for inborn) or Intelligence ability check (for hi-tech) against the intensity of this Power to evade its effects. MAV: 41.

Darkforce Generation: The character with this Power may summon the effects of the Darkforce for use as a weapon. The Darkforce inflicts either up to Power rank physical damage on the Force critical table, or has the effect of a Power rank Intensity Stunning attack affecting the target for d10 rounds if they fail an opposed Endurance ability check. The type of attack is chosen at character creation, with the other type available as a Power Stunt. MAV: 30 plus Power Rank Bonus number. The character with Darkforce Generation may develop the following additional Power Stunts:

- **Create Darkness:** By allowing the Darkforce into this dimension, the hero can block out up to 3 hexes simultaneously with Power rank darkness. Normal vision is reduced to less than a foot, and those with infravision, special senses that permit seeing in the dark, or light-Powers must make an opposed ability check against the Intensity of the darkness. The hero can see normally in his own darkness.
- All the Power Stunts listed for Darkforce Manipulation (with the exception of teleportation) with a cumulative -1 Power rank ability level.

Mental Powers

The list here explores the choice available to heroes with extreme Powers of the mind. Mental Powers are very valuable in that they have little visible effect, and the hero who is the source is often undetectable. Their disadvantage is that widespread and indiscriminate use results in a loss of Karma.

Mental attacks are resolved differently than normal melee. Although combat levels influence how many actions a hero may take, CLs are not used during attack and defensive rolls. Size differences are not factored, nor cover or concealment a factor, nor other combat situations that involve physical attributes such as being on higher ground. A mental attack is usually a d20 + Psyche Ability Rank Bonus + other bonuses. A mental attack can only be resisted. Resisting a mental attack is usually a d20 + Psyche Ability Rank Bonus + other bonuses. Like physical resisting, the target need only to be within 2 of the attackers result to resist, and the value counts against potential critical hits (see Resist in the Combat section). Range is usually factored into the attack roll (standard increment range), unless otherwise stated.

Ultimate Talent: Ultimate Talent is a special Power possessed by the hero, making him literally the "best at what he does." During character creation, the player continues to create his character after gaining this power. Once the characters Talents are selected, the hero picks any one Talent that the hero has. This Talent is considered Unearthly +16, as opposed to modifying the existing ability by a +1 or +2. The Judge has final ruling on whether a Talent is available for Ultimate Talent, as not all Talents are applicable to this Power. In the event the character has no talents, another mental power must be chosen instead of this one.

Telepathy: The hero with Telepathic Power may establish mind-to-mind communication between himself and other individuals. The telepath only reads surface thoughts, but does so without visible or audible signs. Telepathic communication is automatic with willing targets and unwilling targets who have a Psyche at least three ranks lower than the hero's. The hero attempting to make telepathic contact must make a Power rank ability check. Hostile targets may attempt to resist with an opposed Psyche ability check vs. the Psyche ability of the telepath (this is in lieu of the standard mental attack roll). Breaking into another unwilling mind is the psychic equivalent of breaking and entering. A good hero loses 1 Karma point whenever this Power is used. (Heroes may choose to lose more Karma as a limitation and in turn increase the potency of the Power.) Characters with telepathy may develop Power Stunts, including:



- Using the telepathic "push" as a bolt of mental force, attacking as a standard mental attack. The attack inflicts mental damage, and attacks on the force critical effects column without chance of a slam result. Maximum Effective Range.
- Linking the minds of a team sharing a Karma pool, so that all team members are aware of each other's actions and thoughts. Range for this stunt is restricted to the general area (usually about 20 areas, unless the Power range is less than this). Non-verbal communication may be passed between characters linked.
- Performing a mental probe at -2 Power rank ability.

Image Generation: The hero with this Power may create vivid mental images. These images do not register on cameras, film, or in the minds of non-sentient robots, as they exist only in the mind. Heroes with Image Generation may generate their illusions within the Power rank range, but must be in line of sight of these illusions. Initially, only one target may be affected, although multiple targets for the illusions may be developed as a Power Stunt. Targets



must make an opposed Intuition ability check against the Power rank level of the illusion to be successfully disbelieve. Failure of this Intuition check requires the characters to assume the image for reality, until interaction with it proves its true nature. Physical interaction usually dispels the illusion.

Illusions will last as long as the hero concentrates on them. Illusions cannot damage. Most illusion casters use their illusions for subterfuge and deception (perhaps covering a true threat). As a power stunt, an illusionist may produce duplicate images (two images at Remarkable rank or less, and three images at Incredible rank or greater) of himself or herself which looks indistinguishable from the real one. If a hostile person attacks the “mirror imaged” illusionist, the attacker strikes at random target, with an equal chance to hit any one of the potential images and the illusionist. As previously mentioned, physical interaction dispels the image.

Illusions may fool characters but do not fool physics. If a hero creates a brick wall, which the opponent believes is real, the opponent will not move through the brick wall because he believes it to be real. If the hero creates the illusion of a bridge over a chasm, and the character believes in it, the character will still fall into the chasm. In the former case, it is the limitations of the mind that dominate. In the latter the laws of gravity override.

Telekinesis: This Power allows the hero to lift objects and perform other feats of Strength as if the character had Strength of the Power rank. This precludes the character from punching someone with the power (this is a Force Bolt), but not from other forms of melee attacks at range (such as grappling, grabbing, or throwing). The Power rank level determines the maximum range of this Power as well. Items that are wielded telekinetically attack as if wielded or thrown by someone with Strength equivalent to that Power rank. A character with telekinesis may develop various Power Stunts:

- Flight for self and others within one area at -3 Power rank levels, providing the character can lift that amount of weight.
- A Telekinetic Force Field (really a stiffening of the air) of -2 Power rank levels.
- Telekinetic Force Bolts at -1 Power rank level and range. Combat with telekinetic Force Bolts are resolved as for standard ranged combat rules. These bolts inflict physical damage and deal Force critical effects. MAV: 30 plus Power Rank Bonus number. Standard Increment Range.

Dream Weaving: This power allows the character to enter the Dream World (in reality, a Dream Dimension) while sleeping, and manipulate the energies in a pocket dreamscape to his/her whim. A character with this power essentially manipulates reality in this dimension at Power rank ability, while within the Dream World. The character deliberately enters this dream world while asleep. Other people enter a Dream World while dreaming, but lack the ability to deliberately manipulate it. Initially, a hero is bound to his own Dream World. This world may still prove useful for a number of purposes such as gathering information. While every dreaming person's World is isolated, the World itself is not bound by the knowledge of the dreamer; the Dream World has real properties based on the real world. As a power stunt, a character may enter another's Dream World and interact. Damage taken in the Dream World does not affect a hero, unless it kills them. A character killed in the Dream World dies in the real world (although it is an apparent heart attack, stroke, undiagnosed illness, etc.). Characters who have lost all of their Vitality Points in the Dream World, but do not die, are Exhausted for 24 hours.

***Mind Control:** Mind Control is the total overriding of the conscious mind. The character's personality remains, but his actions are controlled by the character with this power. The target must succeed an opposed Psyche ability check against the Power rank level to avoid this effect. If the check fails, the conscious actions of the character are controlled. The target blacks out and has no memory of the actions he takes while he is under control.

The attacker must be within 3 areas of the target to establish the Mind Control effect, though the target and attacker may be separated afterwards. The target will only obey the orders of the controller, though those orders may be verbal or telepathic (if the controlling character has that Power) in nature.

The victim of a successful Mind Control gains an additional opposed Psyche ability check with a +2 bonus every time he is placed in a Karma-losing situation or placed in a life-threatening situation (that is, the situation threatens the victim – this includes punching your friends). No Karma may be added to any rolls while under the control of another (victim or controller) with the notable exception of resisting the mind control when the opportunity arises, and the controller may not add any Karma to any rolls other than to establish (not maintain) control.

Controlling another mind is the psychic equivalent of kidnapping. A good hero loses 2 Karma points whenever this Power is used. (Heroes may choose to lose more Karma as a limitation and in turn increase the potency of the Power.) If Karma is gained or lost as a result of the actions of a mind-controlled character, that gain or loss is credited to the controlling hero, as if the mind-controlling hero had performed the action himself. For example, if you mind-control the Vulture to bump off Electro, you lose all Karma for slaying Electro, even though Vulture, being a villain, might not normally lose Karma for doing so.



A character that has been Mind Controlled is unaware of his actions, knowing only that he has blanked out for a while. If a Player Character is under the effects of a Mind Control, run him normally, but all actions must be OK'd by the controlling character. Naturally, the controlled PC cannot pass on the information of his state to others.

Emotion Control: Emotion Control is a related form of Mind Control that acts upon the subconscious fears and attractions to produce the required results. Targets of an Emotion Control attack must be within 2 areas of the character with this Power, and must succeed at an opposed Psyche ability check vs. the Power rank to avoid the effects. If the Emotion Control is successful, the effect lasts for 3d6 rounds. The effects must end before Emotion Control may be attempted again; a character under the current affects of emotion control cannot be affected by the same source of emotion control, but can be affected by another source of emotion control of greater Power rank level. Robots and non-human alien beings are immune to the effects of Emotion Control.

Only one type of emotion may be instilled in a target at a time. The character with this Power may instill any emotions in a target, but may increase his initial Power rank at character creation by two Rank levels if he accepts a limitation to modify one emotion exclusively. Such a character is extremely powerful, but may not develop other types of Emotion Control as Power Stunts. Those heroes that do not limit themselves to one particular emotion begin play with one emotion they can modify, with others that may be developed as Power Stunts. The types of emotions that may be instilled and manipulated include:

- Respect -- The target treats an individual as a Friendly Contact.
- Love -- The target is devoted to the individual, and might put his own life in danger on the others behalf.
- Fear -- The target is filled with fear, of an object, a person, or a situation. The target acts as if they are Panicked.
- Hatred -- The target is instilled with a great hatred stemming from any source determined by the emotion manipulator. This could include anything from an organization to an idea, and individuals, which may include loved ones, current and former friends and allies. A target may attack the source of his hatred.
- Loyalty -- The target will follow the individual's orders without question, cheerfully providing all necessary information and aid as if to a long-time friend and ally.
- Doubt -- The target is unsure of his actions. All ability checks and actions (with the exception of shaking off the effects of emotion control) are penalized -3.
- Pleasure -- The target feels incredibly good and non-hostile. The feeling is so overwhelming that the character cannot do anything but sit contentedly for d10 rounds, and for the remainder of the duration of the Emotion Control is Friendly to the hero with this Power.

A character under Emotion Control may gain additional chances to break the control if placed in a Karma-losing or life-threatening situation, similar to breaking the Mind Control Power.

Vertigo: The hero with this power has the ability to severely disorient others. Vertigo is usually targeted as a ray, and those struck must succeed at an opposed Endurance or Psyche ability check or be affected. Affected targets are -4 on all actions, and may take only one action per round. The character affected must make an Agility Ability check DC 12 just to remain standing at the beginning of every round. Initially, this power may affect only one target, but as a Power Stunt, may be Wide Ranged or Hexed. MAV: 30 plus Power Rank Bonus number.

Force Field Generation: The hero with this Power can create force fields that will protect himself and possibly other allies. Although the source of a Force Field is not always the mind, its most notable practitioner, the Invisible Woman, has it as a mental ability, and is included here.

The hero with this Power can generate a force field that covers as many areas as its Power Rank Bonus. A character with a Rank Bonus Incredible +5 may cover 5 areas. The Force Field may cover additional areas beyond that, but for every area covered beyond, the Strength of the force field is reduced by one Rank Bonus number. For example, the same character with a +5 Rank Bonus could encompassing 7 areas, but would reduce the Force Field by 2 Rank Bonus numbers for an effective Power Rank Bonus of +3 (Remarkable Strength Level).

As a limitation, a hero may choose to have a personal force field at +1 Power Rank level instead of being able to project force fields. This choice is made at the start of play, and as such cannot be changed. Characters with individual force fields cannot engage in Power Stunts using this option.

A force field operates as a form of Body Armor. If the amount of damage (from most forms of attack, explained later) incurred in a round is less than the rank number, then that damage is absorbed without harm to those within the area. If the amount is greater, the force field is breached. This damage is tabulated during the course of the character's turn. Damage from energy attacks, including radiation, x-rays, gamma rays, plasma, fire and thermal attacks, and generic energy are absorbed more efficiently and are thus absorbed as if half the damage was inflicted on the shielding. At the beginning of the character's new turn, the damage is reset. For example, if there is a Monstrous +11 (75) Force Field,



then up to 75 points in a turn may be absorbed. When the damage in a turn exceeds the Power rank number, the force field fails. Unlike previous versions of MARVEL SUPER HEROES games, Body Armor and Force Fields are stackable.

What occurs with a failing force field depends on its type. A personal force field shuts off; the excess damage is taken by the user, including any possible effects from the appropriate critical table. The failure of a projected force field results in the force field coming down, but those inside are unharmed by the specific attack that breached it on that action. The wielder of the force field must make an opposed Psyche ability check against the Power rank of the attack or become clobbered for d10 rounds.

A force field is effective against most forms of damage; however, it does not provide protection against mental, magical, and light based attacks that blind (lasers impact against the field). A character may erect a force field as a reaction provided the character is not flat-footed. A character cannot replenish the points of a force field until the top of the character's turn.

Force Field Generation may be used for Power Stunts only if the force field is projectable. Personal force fields cannot be used to develop Power Stunts. Power Stunts using a projected force field include:

- Force missiles of -2 Power levels, dealing physical damage on the Force critical table. MAV: 22 plus Power Rank Bonus number.
- Forming a "cushion" of invisible force resilient enough to absorb up to Power rank damage from a fall or crash for all those involved.
- Enhanced movement by means of forming a column of force and allowing it to topple and elongate in a given direction. The ability may rise a number of floors per round equal to the
- Power rank - 4 Power rank as Levitation, or Fly at a maximum of Feeble speed.
- Entrap others in the force field, as if protecting one's self, up to the limitations of the Power.
- Make a Grabbing action up to Power rank range away (use Power rank to determine success).
- Create a bubble of force inside a small opening and expand it to inflict up to Power rank damage, avoiding the effects of Body Armor resulting from battle suits. The suit must have some opening, and this would not be recommended against living targets.

Animal Communication and Control: A hero with this Power can talk to animals and influence their actions. The hero gains a +2 Power Rank level at character creation if she chooses to influence only a particular type (or class), such as sea life or birds. This is increased to +4 Power Rank levels (maximum of Unearthly) if she narrows it further to a particular class or family such as sharks or falcons. Choosing to influence a specific animal (Chucky the Falcon, or Leo the Lionfish) gives the hero a set Power rank of Unearthly +15, and the animal is a companion of the hero at the start of the campaign. A character who selects one of these limitations may also converse with animals that are one step more general as a Power Stunt. For example, the character with Chucky the Falcon can also converse with falcons in general as a Power Stunt, but not with birds that are not falcons.

Communication with animals is considered automatic with these Powers, and the hero may attempt a Charisma ability check for any requests the hero makes of the animals. On the other hand, the character can simply take control of the animal with an opposed Power ability check vs. the animals Psyche to control the animals actions through the same channel that communication takes place on.

Note on communications: Animals have no language, per se, but do communicate by a number of verbal and non-verbal signals. Communication is considered to be a super-human ability to recognize those signals and make one's own desires and wishes clear, as limited by the animals Intelligence level.

Mechanical Intuition: This is a specific form of Ultimate Talent that affects repairs, inventing, and building things. The character with this Power has an exemplary intuitive knowledge of machinery. Regardless of the character's Intelligence, any rolls for determining whether an invention works or not are at Unearthly Rank +15. No modifiers, other than Karma, may be added to this roll (this ability is not stackable with other applicable talents). The character with this Power must still provide Resources for these inventions in the standard fashion.

Empathy: Empathy is similar to Telepathy, but registers the surface emotions as opposed to the surface thoughts of the opponent, and no emotions may be transmitted back to the target. The character with this Power must make the Power ability check to determine its success (indeed, the target may never know). Success is determined in a similar matter to Telepathy.



Animal Empathy: This specialized form of Empathy extends to all animals in a primitive form of Animal Communication. The hero with this Power may detect and influence the surface emotions of the animal involved, and instill in it fear, hunger, affection, exhaustion, or other emotions on a successful Power rank ability check.

Psi-Screen: This form of Psi-Screen is an inborn Power that resists mental scans and domination. Any Psionic-related attacks that affect Psyche must overcome this rank as opposed to the Psyche of the individual. This Power rank will be no less than one rank higher than the individual's Psyche, and should be one ability rank higher if a lower rank is rolled. The Power rank bonus number is considered minimum of the ability rank in question, by default. A character with Psi-Screen may use this value instead of the Psyche to resist the effects of any Mental Power that requires a Psyche ability check.

This Power may be extended over a number of other individuals in an attempt to protect them from attacks. Each target protected makes defense more difficult and such is penalized -1 on all Defensive checks per person protected. A Psi-Screen generates a distinct psionic beacon. This beacon may alert others capable of detecting mental radiation of the protector's mental presence.

Mental Probe: This Power is a specific form of Telepathy. A Mental Probe is a search for a specific image in the mind of the target. The hero with this Power must state what she is looking for before beginning the scan.

If unwilling, the target may make an opposed Psyche ability check vs. the Power rank to resist the effects of a Mental Probe. If the Psyche check is successful, the mind may not be probed again for 24 hours. A successful Mental Probe will reveal the information known by the individual being probed, strictly limited to that character's knowledge. Probing a guard of a scientific installation may not reveal what the installation is working on, only that it is "hush-hush," they have a number of scientists, and they have been shipping a large number of crocodiles into the plant. Note that Mental Probes share the same Karma impact on a character as Telepathy.

Animate Drawings: The hero with this Power may animate flat drawings and other representations, causing them to become fully operational items. A character may attempt to animate any drawing, even one of his own creation, or animate a specific type or class of object. At the time of character creation, a player may decide to limit his character to animating a specific type or class of object gaining a +1 Power rank. For example, Tarot of the Hellions, draws her animated figures from a Tarot deck.

The animated drawings will have abilities and Powers according to their nature, but no Power or ability can exceed the Power rank number of the hero. No additional Powers can be given to the animation, unless the card shows those Powers in operation. In other words, animating a picture of the Invisible Woman would not give the animation force fields or invisibility Powers, unless those Powers were shown in the picture. (And how can you show invisibility in a picture?)

Animated figures last for as many rounds as the Power Rank bonus number. They dissipate at that time, return to their original location, and may not be animated again for 24 hours. The figures also dissipate if they are destroyed or reduced to 0 Health. The Judge carries the responsibility of generating the abilities of the drawings if the abilities are not readily available.

***Possession:** This Power is a specific form of Mind Control in which all actions of the character are assumed by the controller. The controller is effectively "inside" the mind of the character and as such controls all actions without having to give commands. Possession is only possible against targets of a lower Psyche than the hero's Power rank. The target may make an opposed Psyche ability check vs. the Power rank to avoid the Possession. While Possessing someone, the possessor may make only one movement equivalent action per turn, may not make any attacks of his own, and loses his Agility bonuses to dodge since possession requires the utmost concentration. Undodgeable, unretaliatable. Maximum Effective Range.

A character who is possessed neither gains nor loses Karma when being possessed, though she may suffer from losses of Popularity while her body performs actions that are not heroic in nature. The character may make another opposed Psyche ability check vs. the Power rank with a +2 bonus to escape if placed in a life-threatening situation. Note that Possession share the same Karma impact on a character as Mind Control, and Karma is restricted in the same fashion.

***Transferral:** Transferral is the ultimate form of Possession, in that it allows the complete transferral of consciousness with a target in an adjacent area. The target's consciousness is not put away in the back of the character's mind, but rather moved into the body of the character with the Transferral Power. Transferral always require a Power ability check DC 32 to succeed, and may be performed on any creature, regardless of Psyche level, including those with Mental Powers, and alien beings or robots. Undodgeable, unretaliatable. Maximum Effective Range. If the transfer fails, the attacker is stunned for d10 rounds, and may not attempt again for one day.



When characters transfer consciousness, they take along with them their own mental abilities, mental Powers, and Talents. They inherit the physical abilities and other types of Powers, and also inherit Popularity, Contacts, or Resources of the new body. The character performing the transferral also takes his original Karma amounts with him.

For example, if Doctor Doom conducts a transferral with Reed Richards, Doom enters Reed's body and vice versa. Doom in Richards' body gains Richards' appearance, Contacts, Popularity, Resources, physical abilities (Agility, Strength, and Endurance), and Powers (stretching). Doom retains his own Karma, Talents, knowledge, and mental abilities (Intelligence, Intuition, Charisma, and Psyche) and Mental Powers (including this Transferral Power). Richards in Doom's body is similarly switched.

Astral Projection: The hero with this Power may cause his or her astral form to leave the body and travel elsewhere, either in this dimension, or entering other dimensions. The character in astral form may observe actions in the "normal" world, but may not be detected by normal means (Astral detection and Telepathy will reveal the presence of the astral intruder). The character may not use his other abilities in the Astral form against non-astral targets. An astral character is not affected by non-telepathic objects or forms of attack, but may be affected by Mental Powers (those listed under the Mental Powers table, including Force Fields). The astral character may phase through solid objects without damaging either character or object.

While the astral form is separate, the body is immobile, in a trance (considered Helpless). Damage to the body will be known to the astral traveler if it is in this dimension, and it is possible for the body to perish while the astral form is away. Characters whose bodies have perished are trapped in astral form.

Astral characters may travel across dimensions with Power rank ability. Locating a specific dimension is a Psyche ability check DC 12. In this dimension, the astral character moves up to the limit of his or her range. Further separation, or the removal of the astral form from the body for more rounds than the Power rank of this ability allows, results in an Endurance ability check as if the character's Wound Points were reduced to zero (the character may perish).

Characters with Astral Projection may also detect astral aberrations and beings as a Power Stunt, and two characters in astral form will be able to see each other.

Psionic Attack: This Power gives the hero the ability to project psionic blasts at Power rank range and intensity. A psionic attack may take on different effects, but only one may be chosen at character creation, and others developed as power stunts. All psionic attacks are resolved as depicted in the Mental Powers description. Standard Increment Range.

- Stunning attack - The target of this attack must make an opposed Psyche ability check or be stunned for d10 rounds
- Point Damage attack (Force) – The target of this attack takes Power rank mental damage with criticals resolved on the force critical table.
- Point Damage attack (Energy) – The target of this attack takes Power rank mental damage with criticals resolved on the energy critical table.

***Precognition:** An exact divining of the future is impossible since the future is always in motion. The future is also mutable, such that the actions of today may bypass the future of the timeline that is viewed in this manner. If a character with Precognition (also called a precog) sees a Quinjet crash in the near future, and no one takes the Quinjets, thereby avoiding the crashes, that "future" is not totally negated; it occurs in another divergent future.

In game terms, Precognition allows the character to scan the real and alternate futures and choose from them an image that may or not come true, and use that information to form his own decisions. It is unusual for precog to scan farther than a week in the future.

Precognition may not be used more than once a day. In addition, the character with Precognition must choose a limitation to that Power. Suggestions include:

- Power is intermittent -- the Judge chooses when the images appear and what they say. (OK this with the Judge; it's a lot of work for him.)
 - Power only works on people, and the person must be in contact with the precog.
 - Power only works on objects, and the hero must be holding or using the object to read its future.
 - Power is extremely realistic in its manifestation. The Judge presents the reading in such a fashion that the player can act and interact, but it has no effect on the outside world (the hero's friends will see the character shudder, shiver, talk, and use his Powers as he reacts to the threat).
 - Power only manifests itself in dreams. The Judge will pass on information only when character is asleep.
-



- Power only operates once per image. Until that image comes true, or the time that image passes, no other precognition may be used.

When the Precog uses his Powers (or those Powers activate), the Judge makes the Power ability check in secrecy. The DC of the check ranges from DC 11 to DC 30 and even higher, based on the nature of the vision. No Karma may be added to this roll.

If the check fails, the Judge should give the character an image, setting, or phrase out of thin air. The Judge is encouraged to lie like Mephisto's Realm when necessary. For example, the character is trying to precog a gun a criminal intends to use at a bank robbery. The Judge rolls and the check fails. He may say that there is an image of the gun shooting one of the heroes (this may or may not happen, but it is guaranteed to make you players verrrry cautious). If the result succeeds by 4 or less, the Judge should be partially truthful in his description. (You see a dark-haired man with a hat. If you see him again, you will know him.) If the result succeeds between 5 and 9, the Judge should be fairly honest about the future, as far as he knows it. (You see the gun in the hands of a bank robber. The robbery is on 9th Avenue.) If the check exceeds the DC by 10 or more, the Judge should give the player something honestly useful – information that would not normally be available. (You see two men talking. One calls the other Bruno. They are planning to knock over a bank. Bruno takes the gun. He drives a 57 Chevy. You see colorful costumes at the door of the bank...etc.) The Judge will never divulge out the entire plan to the precog character, no matter what the results of the die roll.

Precog Option: The above is fairly involved and requires work on the judge's part, and works best in a planned campaign where the Judge has a clear idea what will be happening. The following is a short version, useful only in combat, that Judges may use instead of the above power. Precogs may use this Power as a Power Stunt.

At the start of the turn, after initiative is rolled, but before the first action is taken, the precog makes a Power rank ability check DC 15. If this check succeeds, the Judge must tell the precog what he plans for his (the Judge's) character's actions. Note that the precog character might not be able to communicate all of these plans to all of his or her teammates in a timely manner on the battlefield.

WARNING: Characters with precog Powers often have unwanted images implanted by the Judge, whether to foreshadow upcoming adventures, or to throw the character's off balance ("You don't understand!" the hero shouts, "the Red Skull is not Dead!").

Postcognition: The reverse of Precognition, but easier to handle, in that the past is fairly immutable. Postcognition only works on items the character handles. The Postcog makes a Power rank ability check DC based on the length of time scanned.

- Within one day – DC 11
- Within one week – DC 13
- Within one year – DC 18
- Further back – no accurate scan possible, but a DC 25 will give a "feeling" as to the general past of the item.

If the Power ability check is successful, a second Power ability check is made to determine what is picked up, as for Precognition above. The same example can be used, only changing the robbery from a possible future happening to a definite past occurrence (the characters find the gun at the robbery).

Plant Control: The hero with this Power can command the actions of plants, granting them temporary Powers of their own, including movement, growth, and a rudimentary Intelligence. These abilities only exist as long as the hero concentrates.

The hero cannot control plants with a higher material Strength than his Power rank. Plant-like creatures with Intelligence receive an opposed Psyche ability check vs. the hero's Power rank level to avoid being controlled, with the same effects on Karma as Mind Control.

By mere control, the hero cannot have the plants perform any actions that would not be normally possible by the plants (this severely limits their usefulness). The hero may develop Power Stunts using the plants in abnormal fashion, including these examples:

- Forcing vines to animate with Power rank ability, and act as entangling ropes striking as a Ranged attack by the hero and entangling with Power rank material Strength.
 - Creating plant-images that duplicate living humans with Power rank ability.
 - Commanding trees to move and attack as creatures of Power rank number Wound Points, and Primary abilities, and Power rank material Strength Body Armor. As with all creations, these constructs have no Combat Levels.
 - Command the actions of mushrooms and fungi, which are not proper plants.
-



- Gather information from plants as to recent passers-by, within 1 day, in a primitive form of communication.

Body Alterations — Offensive

These powers are severe changes to the body's structure and/or chemistry that allow the hero to perform actions that are of greatest benefit in offensive combat. For hi-tech heroes, or those who have weapons with these powers, these listings reflect devices that grant these powers in close combat.

Extra Body Parts: The hero who gains this Power when the character is generated may choose the type and number of body parts. Some of these parts may provide Bonus Powers. These Powers are then placed in the next available slot in Power generation, if there is one. Some available options include:

- **Additional Arms:** Additional arms usually grant an extra attack or movement equivalent action (one where movement is not involved) without incurring multiple action penalties as a bonus.
- **Additional Legs, including centaur-like form:** usually grants additional Speed as a bonus.
- **Prehensile Tail:** May grant Climbing as a Bonus Power, and hero may use the tail as a limb with normal (for the hero) Agility.
- **Wings:** Flight as a Bonus Power.
- **Combat Tail:** Not usable for climbing, but may attack in slugfest for Strength +1 Rank level damage.
- **Additional Eyes or Sensory Organs:** Usually grants enhanced Senses or any other detection Power as a Bonus Power.
- **Claws:** on either hands or feet, these give Claws as a Bonus Power.
- **Spines:** Similar to those on a porcupine, these quill-like spines may be shot. Bonus Power of Projectile Missile. Standard Increment Range, MAV: 26 plus Power Rank Bonus number.

Energy Touch: The hero with this Power may inflict energy damage and critical effects from the Energy critical table. The damage from this attack usually is not combined with a regular melee attack. The hero may always choose to inflict less damage. The touch can be carried through conductive material, and may affect multiple targets in this fashion. For example, if the hero is standing on a steel girder facing off three goons from HYDRA, and uses the Energy Touch on the girder (a conductive material), all three get shocked. The hero with this Power gains Resistance to Electricity as a Bonus Power.

Paralyzing Touch: Those touched by an individual with this Power must make an opposed Endurance ability check against this Power rank level, or he stunned for d10 rounds. This Power is always in operation.

Claws: Claws are... well, claws. Sharp pointy items that inflict physical damage on the Edged critical table. As with most sharp things, they inflict the listed amount and effect, and cannot be reduced in damage or effect, making them risky tools for the would be hero.

The Power rank determines the material Strength of the claws. Claws operate like other melee weapon in terms of damage; they inflict Strength rank damage +1 Rank level if the material Strength of the claws are greater, and can inflict no more damage than the material Strength in damage. The initial material Strength of the claws can be increased by accepting limitations.

The effects of claws depend on whether they are being wielded against living creatures (people) or non-living materials (things). Against living creatures, claw attacks are resolved on the Edged critical table. Against non-living materials, compare the material Strength of the claws against the material Strength of the object. Make an opposed Strength ability check of the claws vs. the material Strength of the object to determine if the object holds up to the attack. This applies to Body Armor that is not natural (inborn) as well as doors, walls, computer terminals, and other inanimate objects. This does not apply to Body Armor that is a natural part of the character, or to energy constructs such as force fields (in which case it strictly deals damage).

For example, everyone's favorite maniac from Canada, Wolverine, goes up against a Sentinel with his Unearthly material Strength claws which inflict Good damage on the edged critical table. If he attacks the Sentinel directly he won't get too far; the robot's Body Armor is too thick. If he concentrates on the armor, however, he can shred it with a standard opposed ability check with his claws material vs. the Sentinels armor material. This trick would not operate on Iron Man (personal Force Field) or the Thing (natural Body Armor).

Rotting Touch: This touch causes organic material to decay. The character inflicts Power rank damage on those he touches. In addition, this touch acts on organic material (wood, rope, cloth) as if an attempt to break the item with Power rank Strength. Resistance to Corrosives will offset the effects. This Power can be directed against organic (natural) Body Armor in order to weaken it, similar to the effect claws have on inorganic Body Armor. As with energy touch, it usually cannot be combined with damage from a standard physical attack.

Corrosive Touch: Similar to Rotting Touch, but affects inorganic materials instead. The character inflicts –3 Power rank levels damage to living targets, affects organic materials with greatly reduced damage (as for living targets), and acts on inorganic material as if breaking it with Power rank Strength. Resistance to Corrosives will offset these effects. Similar to Claws, this may chew through inorganic Body Armor to affect the individual beneath. As with energy touch, it usually cannot be combined with damage from a standard physical attack.

***Health-Drain Touch:** The touch of a character with this Power transfers a Power rank amount of Vitality and Wound Points from the target to the hero. Previous damage is healed in an equal amount, up to the maximum Vitality and Wound Points of the character. Drained Vitality and Wound Points above that point is lost. Characters drained to 0 Wound Points are unconscious and dying (see Life, Death and Health). Reversing this process, directing one's own Vitality and Wound Points into others, is a Power Stunt. Wound Points are only drawn after all Vitality Points are exhausted. As with energy touch, it usually cannot be combined with damage from a standard physical attack.

Blinding Touch: The touch of this character can blind a target for d10 rounds. The hero must touch the target, and the target may resist the effects of Blinded by succeeding at an opposed Endurance check vs. the Power rank level. Those with protected senses may substitute their Power rank for their Endurance rank if it is higher.

Body Alterations — Defensive

These are modifications (or devices that simulate modifications) that have a primarily defensive nature, either by helping the character survive under trying circumstances, or regain lost Endurance ranks, Vitality and Wound Points.

Body Armor: A hero with Body Armor has a natural resistance to physical damage and, to a lesser extent, energy attacks (unless otherwise stated under an individual's power listing). Some attacks are not subject to body armor. For example, a sonic attack ignores Body Armor, as it does not need to pass through the Body Armor to affect the target. A poison-tipped dagger, however, must get through the Body Armor in order to affect the hero with the poison.

Body Armor absorbs an amount of damage from any physical attack (including blunt, edged, force, and shooting) equal to the Power rank number of the Body Armor. Body Armor of Amazing 50 protects the hero from 50 points of each physical attack. If an attack does not equal or better the amount of Body Armor, then none of the effects of the attack take place. (A dagger hurled at the Thing will not hurt him, even on a critical hit, if the damage from the dagger does not get through his hide.)

Body Armor is most effective against physical attacks, and less effective against Energy attacks, and its defensive properties are –2 Ability ranks less for any Energy attack (including radiation, energy, electricity, and fire. The Amazing 50 Body Armor would provide Remarkable 30 points protection from Energy attacks.

Body Armor may be natural (also referred to as organic or inborn in this text) or artificial material. Natural Body Armor is protection that is part of the creature itself, such as the thick hides of the Thing, Hercules, or the Hulk, the elastic body of Mr. Fantastic, or the soft form of the Man-Thing. Artificial Body Armor is made of other materials, which may be bolstered by force fields, and is reflected in the body suits of such heroes as Iron Man, and foes like the Sentinels and Crimson Dynamo. Certain types of attack are more effective against one type of Body Armor than the other (examples: Claws, Rotting Touch). Artificial Body Armor has the advantage that it can be removed, allowing the hero to have a relatively normal life. Body Armor may be increased by one rank by accepting a one rank Ability reduction to starting Agility rank at character creation. Agility may never be dropped below Feeble in this manner.

High technology heroes who choose Body Armor may choose to have a battle-suit. All of the hero's other Powers are included in the suit, and the suit is considered artificial Body Armor. In addition, the high technology hero receives potential bonuses to his physical abilities (Agility, Strength, and Endurance) when wearing the suit. The natures of these modifications are explained under the character generation for high technology heroes. When a high tech character advances in abilities, he may choose whether his natural abilities or those of his suit are advanced.

Water Breathing: This is a wimpy Power. Face it. When the great hero parties take place, and Ulterior-Motive Man asks you what you do, if you say, "I breathe water" you end up wearing a full fishbowl. This Power allows you to breathe water (fresh or salt) as if air. No Power rank is needed for this Power. In addition, this Power allows the hero to see underwater as if on land (vision is reduced in the underwater realm), and survive at great depths. The hero's next Power may be either Swimming and/or Animal Communication and Control (Sea life). As a limitation, the hero could choose to breathe only water, and will "drown" on dry land (reverse of characters drowning in water) for an increase to his Power rank levels.



Absorption: The hero with this Power may absorb a certain specific type of damage such as fire-based damage, energy damage, or kinetic (physical) damage. Attacks of that type less than or equal to the Power rank level inflict no damage; rather the damage is absorbed, healing existing damage and even temporarily raising the individual's Vitality Points by the Power rank involved. A hero with Vitality Points of 100 and Amazing 50 Electrical Absorption may be hit with a lightning bolt and have his Vitality Points raised to 150, maximum. Damage of the same type above the Power rank number of the Power does inflict damage. Absorbed damage dissipates in Power Rank number bonus rounds after it has been absorbed, and must be discharged before then or it is lost. Vitality Point damage is taken from absorbed Power first, then from the actual Vitality Points of the hero. For example, the character with the Vitality Points of 100 raised to 150 takes 30 points of non-absorbable damage. These points are removed from the 50 extra points initially. If the effects of the energy wear off, the character still has 100 Vitality Points.

Regeneration: The hero with this Power heals faster than the normal rate of an Endurance Rank of Vitality Points per hour, and an Endurance Rank of Wound Points per day. A hero with Regeneration recovers a Power ability Rank of Vitality Points every 10 turns (one minute) and a Power ability of Wound Points every hour, providing the hero does not take additional damage in that time and is able to rest. A hero resting cannot engage in any other actions while healing himself. If that rest is interrupted (14 ninja of the Hand rush in on turn 9 of his rest), the hero must start the Regeneration process over again. The character can choose to increase the initial starting rank of the Regeneration power by choosing a limitation such as:

- **Solar Regeneration:** The hero with this Power heals as per Regeneration, but only heals while he is in the sunshine. In darkness, inside buildings, and in other similar situations, the character heals normally.
- **Darkness Regeneration:** Pretty much the inverse of Solar Regeneration.
- **Vampiric Regeneration:** The Power is only effective when the character drinks from a fresh blood supply (usually humanoid).

Recovery: The hero with this Power recovers from losses of Endurance ranks at a rate of 1 rank per day, and makes a Power rank ability check DC 10 to regain the lost rank. All other circumstances that apply to a character regaining Endurance ranks apply to the hero. The hero with this Power may choose any Resistance as a Bonus Power.

Life Support: The hero with this Power has the potential to survive without bodily necessities for longer than normal amounts of time. The Power rank number is the amount of time in days the hero may survive in a hostile environment without proper air and air pressure, food, or water before any Endurance ability checks must be made. Note that this Power does not protect the hero from secondary dangers such as extreme cold, and extreme heat. At Unearthly Power rank or higher, the individual may survive indefinitely without these requirements.

Pheromones: Pheromones are a specialized form of Emotion Control that affects the pleasure centers of the other sentient people. When this Power is in operation, target individual (the character must choose what gender the power has an effect on at character creation) must make an opposed Psyche Ability check vs. the Power rank of the Power or be considered Friendly (putting it mildly) to the character. Robots and potentially aliens are usually unaffected by the pheromones as are people otherwise protected by other means (behind a force field, for example). Personalities are not changes by Pheromones. Undodgable, unretaliatable. Maximum Effective Range.

Damage Transfer: This Power is a relative of the Health-Drain Touch, except Vitality Points and Wound Points may be transferred between two separate targets on touch, in effect healing one while reducing the Vitality/Wound Points of the other. The hero may not regain any Vitality/Wound Points in this Damage Transfer.

Healing: This Power allows the hero to restore lost Vitality and Wound Points and Endurance ranks to others (but not the hero himself). The Power rank indicates the maximum amount of Vitality and Wound Points that may be restored to one hero maximum, on any one day. For each attempt at healing, the hero must make an Endurance ability check DC 12. Failure indicates the loss of Vitality and/or Wound Points equal to the amount of Vitality or Wound Points being healed.

Endurance ranks may be similarly restored at a rate of one rank per day per hero. An Endurance ability check DC 15 is required for the healing hero, with the result of a failure being the loss of one Endurance Rank for the hero (the Endurance for the other is healed). This Endurance may only be healed naturally. If the healer's Endurance drops below Feeble, the healer will perish.

***Immortality:** The character with this Power does not age or die in a normal fashion. Now, before you all run out and grab this Power for your young hero, note the fine print: the hero can still suffer loss of Endurance ranks as the result of wounds, poisons, and damages, but if the results call for perishing, then the character is left at Shift 0 Endurance but does not die. Outside of the inability to die, the character is affected by Endurance rank losses just like every other hero. So, throwing an Immortal character into an active volcano will keep him out of the way for a while, since he cannot heal while taking damage.



If the character's Endurance reaches Shift 0, or the character would otherwise die, the immortal character loses all Karma, including that set aside for advancement. The character may be out of luck, but at least he's alive. If an immortal character is part of a Karma pool, then an amount of Karma is subtracted as if the character had left the group. This is done each time the immortal character "dies."

This Power does not have a Power rank. It counts as two Powers for any hero who takes it, unless the character is alien in origin, in which case the cost is normal (this reflects that a large number of extra-dimensional aliens are effectively immortal).

An immortal character's body will slowly regenerate lost parts and heal, so that short of atomizing the remains and spreading that collection of atoms through a large portion of space, the immortal character will return at some point in the future.

Immortality is applicable to the Earth Dimension only (including all planets of this dimension). An immortal character in another dimension -- such as Asgard or Olympus, but excluding variant or divergent earths -- does not age, but may be killed normally while in that dimension.

Talents

(*Denotes Advanced Talent)

Combat Talents

Martial Arts A: A form of Martial Arts that concentrates on using opponent's Strength against him, and is typical of Judo and Iajitsu.

Benefit: You can slam and stun opponents in melee combat (armed or unarmed) regardless of their comparative Strength and Endurance.

Martial Arts B: A form of Martial Arts that keys on offense and concentrates on strikes and blows such as Boxing.

Benefit: You get a +1 bonus to attack in melee combat when unarmed.

Martial Arts C: A form of Martial Arts that concentrates on holds and escapes, and is typical of unique Kung-Fu fighting styles or Brazilian Ju-Jitsu.

Benefit: You gain +1 bonus to grapple, resist, and give maneuvers. If grappled or pinned, you may attempt to wriggle free from the opponent(s) with a successful Agility check opposed by the opponent's Strength check. You get a +2 bonus to this escape check. This is the only exception where the Agility bonus is not denied by being grappled. If grappled by more than one opponent, the Agility check must beat all opposed checks

Martial Arts D: This meditative form of Martial Arts searches out a weak point in the opponent's defenses and seeks to exploit them.

Prerequisite: Martial Arts A.

Benefit: You ignore the effects of body armor (though not force fields) when determining critical melee results. Stated in other words, the attacker need not damage the defender to score a critical hit on him.

Special: The target must be studied for 2 full rounds before the ability may be brought into play. Studying a target is a free action, although the character must be able to observe him for those rounds.

Martial Arts E: This form of Martial Arts encourages quick strikes to catch the opponent off-guard.

Benefits: You get a +2 to initiative checks.

Wrestling*: You are proficient with applying holds and performing other dazzling combat maneuvers.

Benefit: You gain a +1 bonus to grapple, escape, resist, give, throws, and body slam rolls.

Acrobatics: You are very limber and can perform gymnastic stunts.

Benefit: You gain a +1 to dodge, give, and escape rolls.

Tumbling: You know how to fall and land without injury.

Benefit: If you succeed an Agility check DC 10, you land on your feet and take no damage from a fall from any height.

Guns: You are skilled in firing guns.....all of them.

Benefit: You gain a +1 to attack with weapons designated as a gun.

Thrown Objects: You can throw weapons better than the average Joe.

Benefit: You gain a +1 to attack with thrown weapons such as spears, knives, shuriken, disks, and snowballs.

Bows: You know how to fire a bow with skill.

Benefit: Bows are tricky items to operate, such that those who have not been trained fire them at -1 penalty to attack. You, on the other hand, fire all bows (to include crossbows) with a +1 to attack with the ability to fire and reload in one action.

Blunt Weapons: You know how to handle a blunt weapon (or an improvised blunt weapon).

Benefit: You gain a +1 to attack with blunt weapons.



Edged Weapons: You are more effective when handling edged weapons, including knives, spears, swords, and other slashing weapons that are held. Note that this does not apply to claws or other natural extensions that inflict this kind of damage.

Benefit: You gain a +1 to attack with blunt weapons.

Oriental Weapons: You are trained in using Martial Art weapons such as sai, shuriken, ninja-to, etc.

Benefit: You gain a +1 to attack with oriental weapons, regardless of attack type (thrown, melee, blunt or edged).

Weapons Master*: You have mastered all melee weapons.

Benefit: You gain a +1 to attack with any melee weapon.

Professional Talents

Medicine/Doctor*: You have extensive knowledge in modern medicine and physiology, and as such, are skilled at healing others.

Benefit: In general, a character with this talent may stop another from losing Endurance ranks (as the result of a lethal situation), with an Intelligence check DC13. In addition, one with this talent can bring back a character who has reached Shift 0 Endurance (and is dead) if medical aid is rendered to him within 20 rounds, with a Intelligence check DC15. Characters with this talent also provide aid with the effects as stated in the Life, Death, & Health section described Assisted Healing. Finally, a character with this talent gains a +1 bonus to Intelligence checks that involve medical problems, medication, poison, and surgery.

Law: You have extensive background in law (with the assumption being US law, although may vary). He might be a lawyer, or someone capable of passing the bar.

Benefit: You gain a +1 Intelligence check bonus involving legal matters, including procedures.

Law Enforcement*: You have a background in law enforcement authorities.

Benefit: You gain the Law Talent and the Gun Talent. If still a member of the law enforcement agency, may legally carry a gun and make arrests.

Pilot: You have extensive knowledge involving vehicles.

Benefit: You gain a +1 ability check to matters involving vehicles, including maneuvering, handling and design.

Special: You must choose a type of vehicle to pilot from the following list: aircraft, spacecraft, ground vehicles, and water vehicles.

Military: You have had some dealings with one or some of the armed services.

Benefit: You gain a +1 Ability check bonus involving military doctrine and operations. In addition, you gain one military contact.

Business/Finance*: You're familiar with the world of business, corporate finance, and the ways in which money works.

Benefit: Your initial resources are a minimum of Good, and the hero gains a +1 ability check in any matters dealing with money or business. In addition, you gain one professional contact.

Journalism: You are experienced with media and news.

Benefit: You gain 2 additional contacts somehow connected with media such as newspaper, radio, TV, or as sources in law enforcement, politics, or criminal snitches. You gain a +1 Ability check to research rolls.

Engineering: You are good at building functional items. This Talent encompasses various engineering disciplines including civil, chemical, electrical, mechanical, etc.

Benefit: You gain a +1 check when building things.

Criminology: You understand the criminal mind and behavior, either from first hand, or from observation. You are capable of profiling, and establishing a Modus Operandi.

Benefit: You gain a +1 ability check to any roll that involves criminal practices. Some checks that could be affected could include determining criminal trends, predicting criminal course of action, and searching for clues. In addition, you gain one contact from the law enforcement or criminal underworld.

Psychiatry: You have studied the mind and how it works.

Benefit: You gain a +1 ability check to any check that involves influencing behavior. In addition, you gain a +1 bonus to resisting mental and emotional based attacks and intrusions. A character may augment their mental and/or emotional based attacks with this talent for a +1 bonus.

Detective/Espionage: You have been trained to notice small clues in solving crimes.

Benefit: You gain a +1 bonus to checks to discover clues (typically an Observation check) to a crime. In addition, you gain one contact from crime, law enforcement, law or espionage.

Science: Your character has specific understanding of a specific science.

Benefit: You gain a +2 ability check when applying your knowledge to a chosen science.

Special: You must choose a type of science such as: chemistry, biology, geology, genetics, archeology, physics, computers, electronics, etc.



Other Talents

- Artist:** You are a skilled artist who is capable of creating art, either for your enjoyment, or the enjoyment of others.
Benefit: If you allocate some time to creating your work of art, when you complete a piece of art, the Judge may reward you with Karma.
- Languages:** You are a natural linguist, and pick up languages easily.
Benefit: You gain 1 additional language, and learn language at half-normal rate.
- First Aid:** You have some EMS experience or knowledge and can prevent someone from dying.
Benefit: A character with this talent may stop another from losing Endurance ranks (as the result of a lethal situation), with an Intelligence check DC13.
- Repair/Tinkering:** You are good at modifying, kit-bashing, and jury-rigging equipment to make it run, or run better.
Benefit: You gain a +1 bonus to Intelligence checks when performing modifications, building temporary equipment, and makeshift repairs. You build these items in half the required time and Karma, rounded down. You do not gain this bonus when building full-blown items.
Special: This bonus is stackable with other scientific and professional Talent bonuses.
- Knowledge/Trivia:** You know a lot about something.
Benefit: You gain a +2 check bonus when applying your specific knowledge
Special: The area of knowledge should not be a Talent that can be replicated in the Professional or Scientific Talent categories. Appropriate examples might include: sports, adult video industry, movies, occult, fashion, etc.
- Performer:** You are capable of entertaining crowds. This could include singing, dancing, musician, theatre, ect.
Benefit: If you allocate some time to performing, when you complete your performance, the Judge may reward you with Karma.
- Animal Training:** You have the ability to train animals, teaching them behavior and stunts.
Benefit: You gain a +1 check bonus when dealing with animals. Heroes with Animal Communication and Control may apply this bonus to their power as well.
- Sneak:** You conceal your location better than the next guy does.
Benefit: You gain a +1 check bonus to Sneak checks.
Special: This Talent may have a variable bonus from character to character, reflecting higher levels of mastery.
- Observation:** You see things with better detail. You know where to find things, whether hidden or lost.
Benefit: You gain a +1 check bonus to Observation checks.
Special: This Talent may have a variable bonus from character to character, reflecting higher levels of mastery.

Special Qualities

(*Denotes Advanced Special Qualities)

- Alertness:** You are keenly aware of your surroundings.
Benefit: +2 bonus on all observation checks.
- Dodge:** You are adept at dodging attacks.
Benefit: +1 bonus on all dodge rolls.
Special: A condition that makes you lose your dexterity rank bonus also makes you lose dodge bonuses. Also, a dodge bonus stacks with other bonuses. This feat may be taken multiple times with its effects cumulative.
- Weapon Specialization*:** You have mastered your weapon with especially stunning effects.
Benefit: Special circumstances are granted to the items usage to your character typically impossible by others.
- Far Shot:** You can get greater distance out of a ranged weapon.
Benefit: When you make a ranged attack, ranged penalties are halved.
- Mobility*:** You are skilled at dodging past opponents and avoiding attacks they make against you.
Benefit: You don't have to stop moving when you move adjacent to an opponent or when you move into hindering terrain. Also, when adjacent to an opponent, you may move normally. You may move normally though hindering terrain.
- Mesmerism/Hypnosis:** Your character is practiced in the primitive art of mind control, usually only useful to extract information or entertain others.
Benefit: You may attempt an opposed ability check (Your Charisma vs. the target's Psyche) on a passive and/or receptive person or audience. The ability does not affect those with Good or better Psyche, and does not cause individuals to do something they would consider dangerous. Any attempt breaks the effects, which would otherwise last up to an hour.
- Improved Initiative:** You react more quickly than normal in a fight.
Benefit: You get a +4 bonus on initiative checks.
-



- Special: Also, an initiative bonus stacks with other bonuses.
- Iron Will:** You have a stronger will than normal.
Benefit: You gain a +1 bonus to defense against mental intrusions and attacks.
Special: This feat may be taken multiple times with its effects cumulative.
- Leadership:** You are capable of directing and coordinating others efficiently.
Benefit: When a Karma Pool is formed, the pool receives 5 free Karma Points toward its total when the character with the Leadership Feat is recognized as its leader. A Karma Pool, may have only one recognized leader, though more than one character may have the leadership talent whom belong to the pool. When the "leader" leaves the group, the 5 Karma Points are deducted. These points are not usable by anyone; they simply vanish. Additionally, when group initiative is determined, the leader's initiative must be used for the team, and receives a +2 bonus to the check.
- Lightning Reflexes:** You have faster than normal reflexes.
Benefit: You get a +2 bonus on initiative checks, and a +1 bonus to dodge rolls. Special: A condition that makes you lose your dexterity rank bonus also makes you lose dodge bonuses. Also, a dodge bonus and an initiative bonus stacks with other bonuses.
- Secret Identity:** Normal people are unable to discern your alter-ego identity.
Benefit: Your character has a nearly infallible secret identity, regardless of the feeble disguise or alteration to basic appearance.
Special: Reasonable effort must be made to retain the secret identity believability, such as living the life of the secret identity as if it were his primary life. Although it would take considerable effort to unearth the truth of an secret identity, a character can discharge this Feat by coming forward or mistakenly communicate the truth.
- Slight-of-Hand:** You have quick hands something akin to stage magicians or pickpockets. You can make small objects appear and disappear with a combination of misdirection and swift fluid motions.
Benefit: You gain a +2 ability check bonus (usually opposed with Observation) when palming small items, or performing other movements of deftness.
- Trance:** You may place yourself in a Zen-like trance.
Benefit: While in a trance, your body functions slow to a level so slow you can be mistaken as dead. While in a trance, the need for air, food and water is reduced to a minimum level. Additionally, you may add an additional +1 trance bonus to checks that require great amount of thought or concentration.
- Multi-Shot:** You can use automatic weapons with exceptional accuracy.
Benefit: When using a ranged weapon in burst mode, you reduce the attack penalty for the burst setting from -4 to -2.
- Point-Blank Shot:** You are skilled at making well-placed shots with ranged weapons at close range.
Benefit: You get a +1 bonus to attack with ranged weapons against opponents up to 3 areas (30 feet) away.
- Precise Shot:** You are skilled at timing and aiming ranged attacks.
Benefit: You can shoot, fire, or throw things at an enemy in melee with an ally without suffering the standard -2 penalty.
- Rage:** You can get angry, hitting people harder than normal. You wouldn't like it if I got angry.
Benefit: As a free action on their turn, the character gains an increase to their Strength ability rank by +1, raising their Strength rank bonus to the lowest bonus possible. Additionally, the character gains 50 temporary Vitality Points, and a +2 bonus to resist mental and emotional attacks. While raged, the character suffers a -2 penalty to any defensive maneuvers, and cannot perform any action that requires concentration or patience. The effect lasts a number of rounds equal to their Endurance rank bonus, although they may voluntarily end the effect as a free action on their turn. At the end of the rage, a character must succeed an Endurance ability check DC 15 or become clobbered for the duration of the encounter. A character usually can only rage once per day, but this varies from character to character.
Special: At the end of the rage, the temporary 50 Vitality Points are lost and deducted from the characters totals (treat this loss as damage).
- Run:** You are fleet of foot.
Benefit: You run faster than normal, which usually means your Speed is considered +1 area greater than your Endurance would normally allow.
- Sharp-Eyed:** You have an eye for detail.
Benefit: You get a +2 bonus on all observation checks.
- Stamina:** You take a good punch.
Benefit: You gain +30 Vitality Points.
Special: You may gain this Feat multiple times.
- Stealthy:** You are particularly good at avoiding notice.
Benefit: You get a +2 bonus on all Sneak checks.
- Toughness:** Your tough to kill.
Benefit: You gain +20 Wound Points.
Special: You may gain this Feat multiple times.
-

Track: You can follow the trails of creatures, vehicles, and characters across most types of terrain and environments.

Benefit: You may make Observation checks to follow the tracks of creatures, vehicles, and characters. The difficulty is based on circumstances, as determined by the Judge.

Uncanny Dodge: You have an extraordinary ability to react to danger before your senses might normally allow you to do so.

Benefit: You retain your Agility bonus regardless of being caught flat-footed or when attacked by an invisible attacker. Also, you cannot be flanked in combat.

Special: You still lose your Agility bonus if immobilized.

Heartless*: You care less than the typical hero does when it comes to death.

Benefit: You either do not lose Karma, or lose significantly less Karma for taking a life, or allowing a person to die.

Special: This Special Quality is usually chosen with a particular type of person in mind. For example, the Punisher has no qualms killing a criminal, but would never willingly kill an innocent. Wolverine would prefer not to kill an enemy (despite his bravado talk), but could still sleep at night if the unthinkable happened (the other X-Men are not so heartless; they would lose Karma). Even the most ruthless criminals live by a code, and generally do not go out of their way to kill someone. There are those most evil exceptions, however. The Judge and player should decide what special circumstances a player could benefit from this Special Quality.



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Combat Level Conversion chart from MARVEL SUPER HEROES Advanced and Original set.

Credits

Game Design, Development & Editing: Thomas A. Kelly Jr.,
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Playtesters:

Game Design inspired by:

Transformers: The Roleplaying game

William King IV, John M. Birkeland

Marvel Super Heroes Roleplaying game; TSR

Dungeons & Dragons, Star Wars; Wizards of the Coast

Hero-Clix; Whiz-Kids

Table A-4: Fighting Conversion Chart

Previous Fighting Ability Rank	Combat Level
Sh 0	0
Fb	0
Pr	1
Ty	2
Gd	3
Ex	4
Rm	5-6
In	7-8
Am	9-10
Mn	11-15
Un	16-20
Sh X +	21+

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Contact system adopted from Defenders International.

<http://www.geocities.com/defendersint/contacts.html>